SONY

3-254-727-**11**(1)

SONY

Integrated Remote Commander RM-NX7000

Integrated Remote Commander

Operating Instructions

MEMORY STICK ™

NAVITUS

RM-NX7000

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- All other names of systems and products are trademarks or registered trademarks of their respective owners. ™ and ® marks are omitted in this manual.
- Microsoft® Windows® XP Professional and Microsoft® Windows® XP Home Edition are mentioned as Windows XP in this manual.
- Microsoft® Windows® 2000 Professional is mentioned as Windows 2000 in this manual.
- Microsoft® Windows® Millennium Edition is mentioned as Windows Me in this manual.
- Microsoft® Windows® 98 Second Edition is mentioned as Windows 98 SE in this manual.

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- In no event will SONY be liable for any financial damages, or loss of profits, including claims made by third parties, arising out of the use of the software supplied with this Remote Commander.
- In the event a problem occurs with this product as a result of defective manufacturing, SONY will replace it. However, SONY bears no other responsibility.
- The software provided with this Remote Commander cannot be used with equipment other than that which is so designated.
- Please note that, due to continued efforts to improve quality, the specifications of the software supplied with this Remote Commander may be changed without notice.

WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.

To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.

For the customers in the U.S.A.

Owner's Record

The model number is located on the rear panel.
The serial number is located next to the Reset button inside the "Memory Stick" slot cover.
Record these numbers in the spaces provided below.
Refer to them whenever you call upon your Sony dealer regarding this product.

Model No. RM-NX7000
Serial No. _____

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

If you have any questions about this product, contact:
Sony Remote Support site
<http://www.sony.com/nxremotesupport>
or Sony Remote Support Line
1-(866)-922-7669

Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.
However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient or relocate the receiving antenna.
– Increase the separation between the equipment and receiver.
– Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
– Consult the dealer or an experienced radio/TV technician for help.

Declaration of Conformity

Trade Name	SONY
Model No.	RM-NX7000
Responsible Party	Sony Electronics Inc.
Address	16450 W. Bernardo Dr, San Diego, CA 92127 USA
Telephone No.	858-942-2230

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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Features

The multi functional remote control, RM-NX7000, allows you to control multiple AV components, lighting equipment, and air-conditioners with one remote control. The following features are provided.

Easy to use interface

65,536 color operation display

The Remote Commander is equipped with a vividly clear 65,536 color TFT LCD operation display for comfortable operation.

High-speed performance

High-speed CPU for smooth operation of the Remote Commander.

Computer Interface

The Remote Commander provides a USB connector and a “Memory Stick” slot, which allows you to exchange data with your computer. The high-speed data transfer USB connection allows for stress-free exchange of data with your computer.

Tactile response panel

The Remote Commander is equipped with the tactile response panel with the TouchEngine™ technology providing a realistic “click feel” to a key when you press it.

Easy setting of the remote control codes

The intelligent code setting system simplifies a usually complicated code setting process.

Extended functions of the Remote Commander

Customizing of the operation display

You can customize the operation display according to your preference. You can create your own personal easy-to-use display by changing the design, allocation of keys, etc.

Direct Access Buttons that call up desired pages with just one button

You can program frequently used-pages, etc., for the Direct Access Buttons, then the page is called up by simply pressing a single button.

Macro function – A series of operations at the touch of a button

A macro is a programmed series of actions condensed into the function of one button.
If you program several operations (such as turning on the TV and selecting a channel) for a key as a macro, multiple remote control signals are sent by pressing the one key.

Component List for easy selection of a CD or a channel

A Component List shows what objects a component handles.
For example, if you register CDs in the CD changer to a Component List, you can play back a desired CD just by selecting it from the list. The Component List can be displayed by category, such as by artist name, genre, etc.

Zapping function for easy selection of a channel

Zapping is the function to call up only desired channels sequentially, making channel selection (from a multitude of channels) easy.
For example, if you create a Zapping group gathering only sports channels, or movie channels, you can select a desired channel from the Zapping group.

Multi Component keys for operating multiple components on one display

You can assign function keys of multiple components to a single component display.
For example, when you watch a DVD with a home theater system, if you register several components used for playing back a DVD to a key, you can operate those components in one display.

"NAVITUS Design" for setting the Remote Commander more simply and freely

The supplied software "NAVITUS Design" allows you to set up the Remote Commander on your computer and download the settings to the Remote Commander. Various advanced settings can be made easily on your computer. You also can download the data from the web site to program components, and import a desired image from your computer to customize the operation display.

Product registration

For customers who purchased this product in the USA

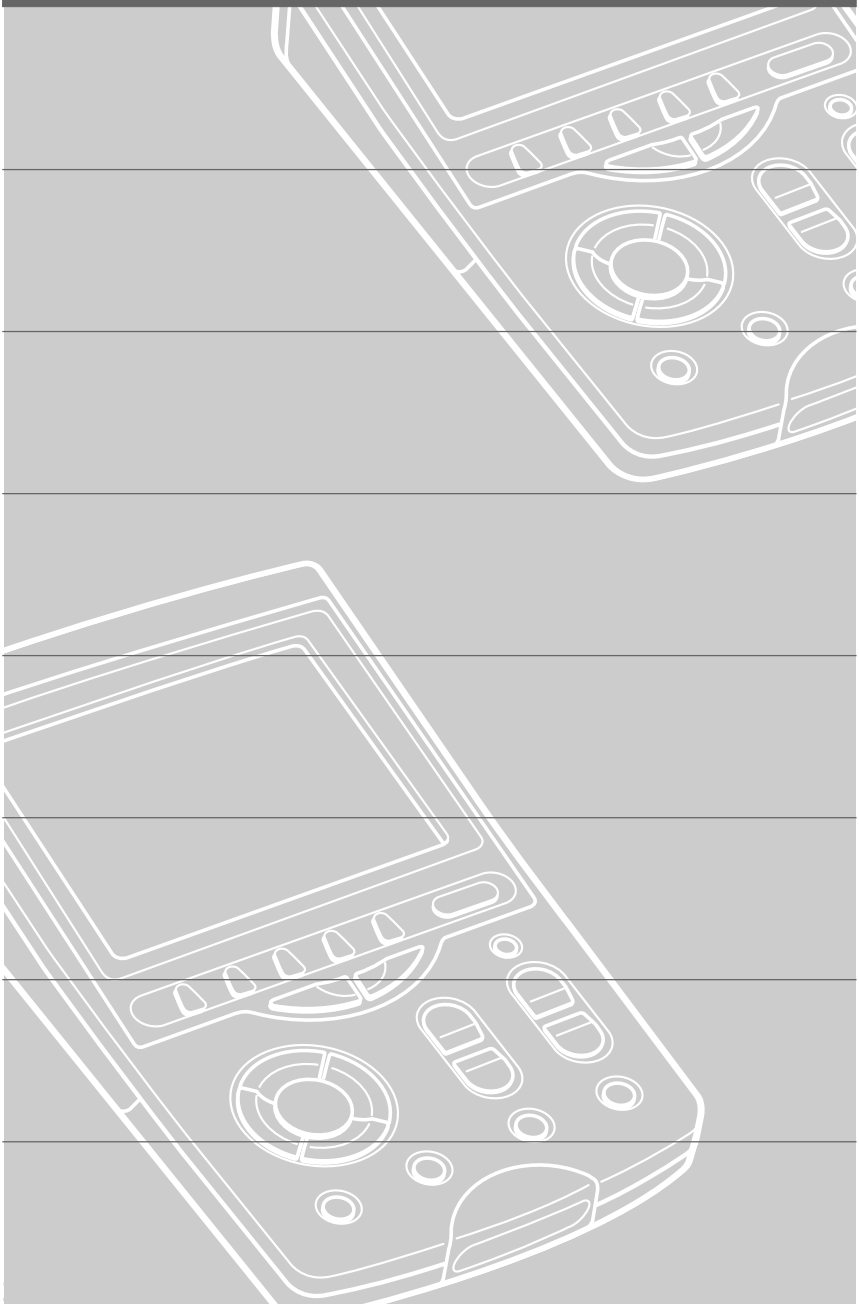
Please register this product on line at www.sony.com/ productregistration

<http://www.sony.com/productregistration>

Proper registration will enable us to send you periodic mailings about software upgrades, new products, services and other important announcements. Thank you.

If you have any questions about this product, contact:
www.sony.com/nxremotesupport
or Sony Remote Support Line
1-(866)-922-7669

Getting Started

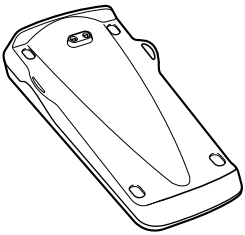


Unpacking

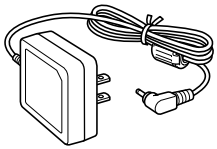
Check the accessories in the package before using the Remote Commander.

• Remote Commander RM-NX7000 (1)

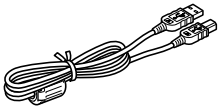
• Battery charging stand (1)



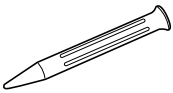
• AC power adaptor (1)



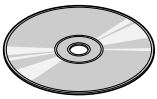
• USB cable (1)



• Stylus (1)



• Installation CD-ROM (1)



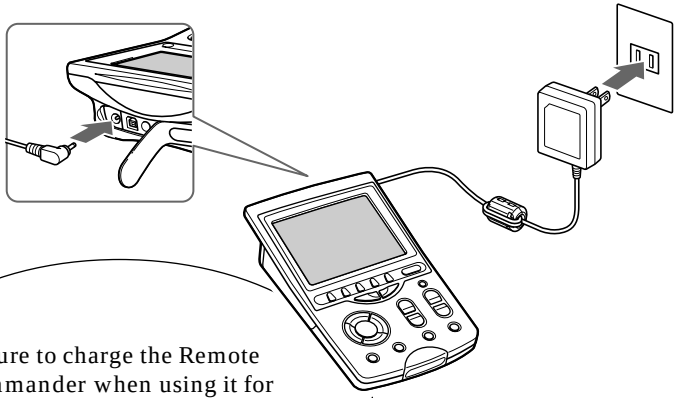
• Operating Instructions (1, this manual)
• Brochure (1)
• Warranty Card (1)
• Other printed materials (1 set)

After checking the contents of the package, start up the Remote Commander. The procedure to start up the Remote Commander is explained here.

1

Charge the Remote Commander, connecting the supplied AC power adaptor.

For details, see page 14.



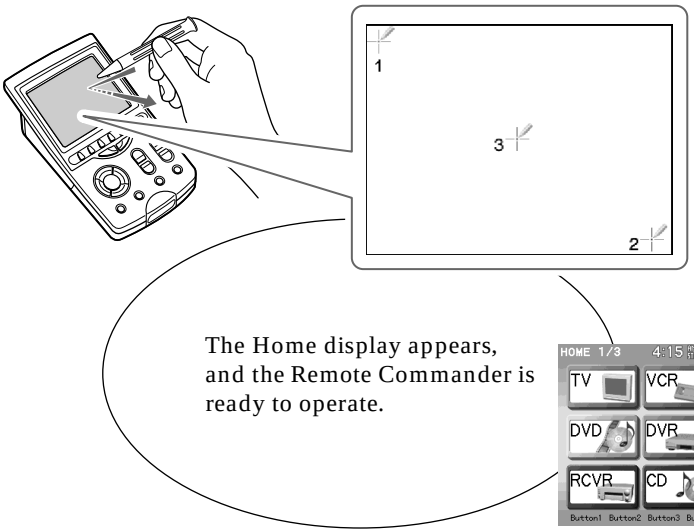
Be sure to charge the Remote Commander when using it for the first time.
It takes about 60 minutes to charge.

After about 60 minutes, the "NAVITUS" logo appears.

2

When the display for the alignment appears, calibrate the touch key display.

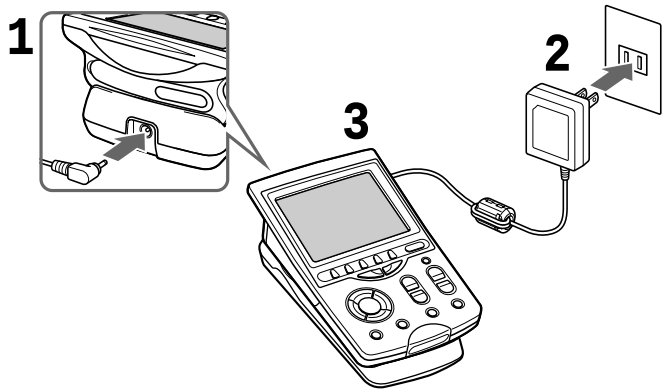
For details, see page 16.



Then, let's start up the Remote Commander!

Charging

Charge the Remote Commander using the supplied Battery charging stand. The Remote Commander can also be charged by connecting the supplied AC power adaptor directly without using the Battery charging stand.



Notes

- Be sure to charge the Remote Commander when you use it for the first time.
- Use the supplied AC power adaptor. If an adaptor other than the supplied one is connected to the Remote Commander, a beep may keep sounding.

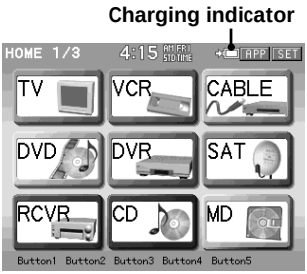
1 Connect the supplied AC power adaptor to the Battery charging stand.

2 Connect the AC power adaptor plug to the wall outlet.

3 Place the Remote Commander on the Battery charging stand.

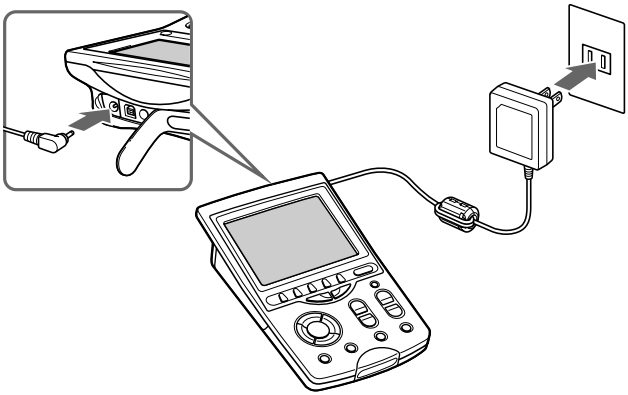
Charging starts. After about 60 minutes of charging, the Remote Commander starts up automatically and the display appears. After starting up (after the “NAVITUS” logo is displayed), the Remote Commander enters calibrating mode. Calibrate the touch panel display by referring to page 16. When calibration is complete, the Home display appears. ➔▭ disappears when charging is complete.

Charging indicator



Charging without using the Battery charging stand

Connect the AC power adaptor directly to the DC IN jack of the Remote Commander. You can operate the Remote Commander while charging it.



Notes

- After starting up, charging continues. Do not disconnect the AC power adaptor until charging is complete and ➔▭ disappears.
- While starting up (while the “NAVITUS” logo is displayed), do not disconnect the AC power adaptor, as it may cause a malfunction.
- After charging starts, it takes a maximum of about 8 hours to complete charging.

Tips

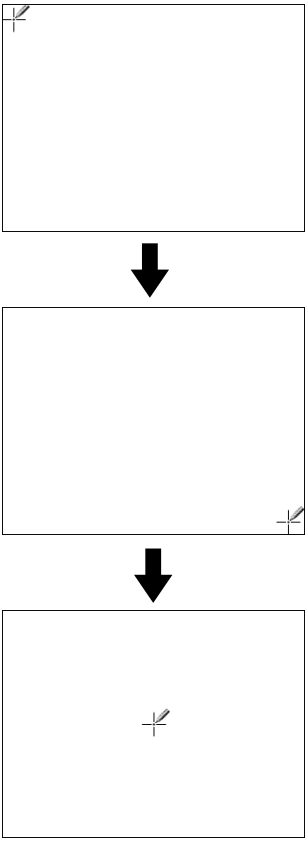
- If you charge the Remote Commander frequently, charging time will be reduced.
- When ➔▭ is not shown in the display, charging is not necessary.

Using the touch panel display

Calibrating the touch panel display (ALIGNMENT)

1 **Tap the center of the marks sequentially with the supplied Stylus.**

We say “tap” about pressing lightly on the display with the Stylus.
When you tap the center of the display, calibration of the display is complete and the Home display appears.



Note

When calibrating, tap correctly the center of the mark. If you do not tap the center, the display in step 1 appears repeatedly until the calibration is correctly performed.

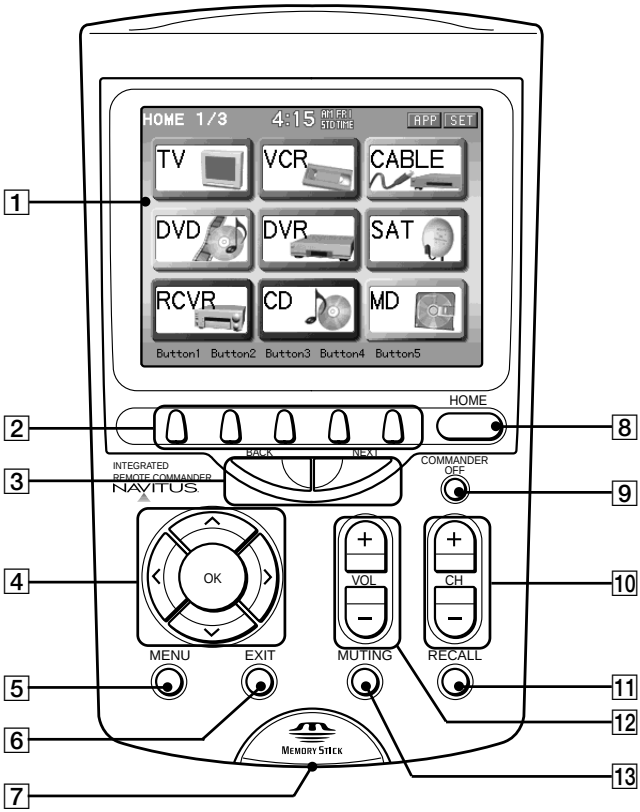
Tip

To calibrate the display again, see “Calibrating the touch panel display (ALIGNMENT)” (page 212).

Location and Function of Controls

In this section, names and functions of parts and controls on RM-NX7000 are explained.
Software keys on the touch panel screen are called function keys, and hardware buttons on the Remote Commander are called function buttons.

Remote Commander RM-NX7000 (front panel)



1 Touch panel display
Shows operation keys and various pieces of information. For details, see "Screen layout and elements" (page 21).

2 Direct Access buttons (page 52)
Directly skips to the page that is programmed for the button.

3 NEXT/BACK buttons (page 38)
Change the page shown on the touch panel display. Press the NEXT button to display the next page, or press the BACK button to display the previous one.

Continued

4 **OK button and Cursor Control buttons**
Used to operate the menu display of a component being controlled by the Remote Commander.

5 **MENU button**
Shows the menu display of a component being controlled by the Remote Commander.

6 **EXIT button**
Exits the menu of a component being controlled by the Remote Commander.

7 **Memory Stick slot (page 200)**
Used to insert a "Memory Stick."

8 **HOME button (pages 21, 37)**
Returns to the first page of the Home display

9 **COMMANDER OFF button (page 38)**
Turns off the indication of the touch panel display.
If this button is pressed while a macro is executed, the macro procedure stops.

10 **CH +/– buttons**
Select a channel.

11 **RECALL button**
The function of this button varies depending on the component being controlled by the Remote Commander.

12 **VOL +/– buttons**
Adjust the volume.

13 **MUTING button**
Mutes the audio of a component being controlled by the Remote Commander. Press the button once again to resume at the previous volume.

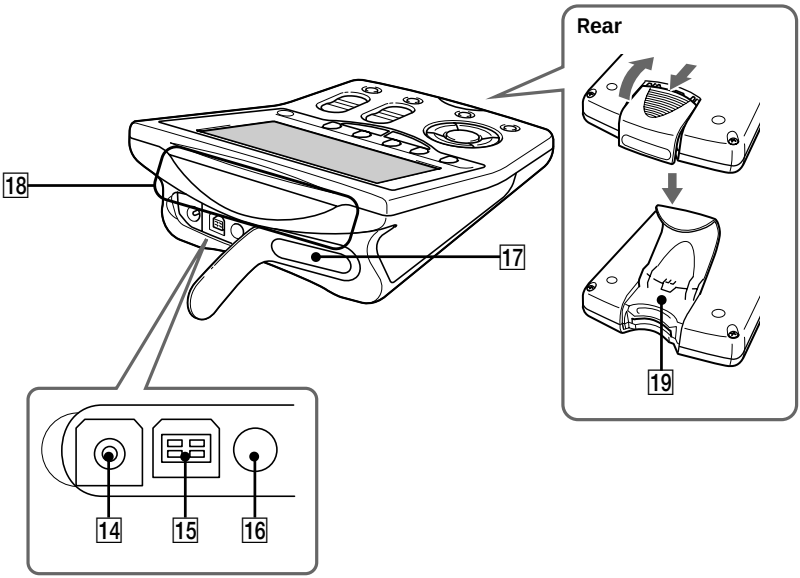
About the VOL +/– and MUTING buttons

The Remote Commander is factory-set to control the volume of a visual component on a TV and the volume of an audio component on an amplifier.
To adjust the volume of the amplifier when controlling a visual component, or to adjust the volume of the TV when controlling an audio component, see "Setting a function key of another component to a Component display (ALIAS)" (page 100).

About the Automatic-Off function of the display

If you do not use the Remote Commander for 10 minutes, indications on the display turn off automatically even if you do not press the COMMANDER OFF button (Automatic-Off function of the display). To turn on the display again, press any button except the COMMANDER OFF, or the touch panel display. To change the length of time before the Automatic-Off function works, see page 216.

Remote Commander RM-NX7000 (upper and rear panel)



14 DC IN jack

Used to connect the supplied AC power adaptor. See also “About the DC IN jack” (page 20).

15 USB connector

Used to connect the USB cable for computer connection. To set up the Remote Commander using your computer, see “Setting up the Remote Commander using “NAVITUS Design”” (page 25).

16 Stylus holder

Used to store the supplied Stylus.

17 Infrared detector/Infrared emitter

This is the area for receiving the component’s remote control signal or transmitting the Remote Commander’s signal. Make sure not to obstruct this area, as data will not be received or transmitted. Especially before presetting (PRESET) (page 42) or learning (LEARN) (page 58), confirm that the emitter of the component’s remote control is aimed directly at this area.

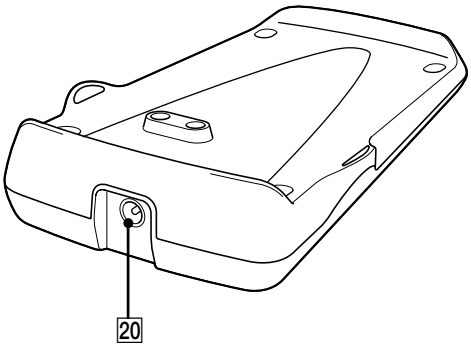
Continued

18 Infrared emitter

19 RESET button

Used to restart the Remote Commander. Press this button with the supplied Stylus when the Remote Commander does not work at all even if you press the touch panel display. Make sure not to press this button when the touch panel display works normally. The Remote Commander will be restarted even while setting. When you restart the Remote Commander, be sure to connect the supplied AC power adaptor. If the AC power adaptor is not connected, the Remote Commander will not be restarted even if you press the RESET button. After the Remote Commander is restarted, set the system clock again.

Battery charging stand



20 DC IN jack

Used to connect the supplied AC power adaptor.

About the DC IN jack

The supplied AC power adaptor can be connected to the DC IN jack of the Remote Commander or the DC IN jack of the Battery charging stand. You can charge and operate the Remote Commander with either connected. It is recommended to connect the AC power adaptor directly to the DC IN jack of the Remote Commander when importing/exporting data with the supplied USB cable to prevent disconnecting the AC power adaptor by mistake.

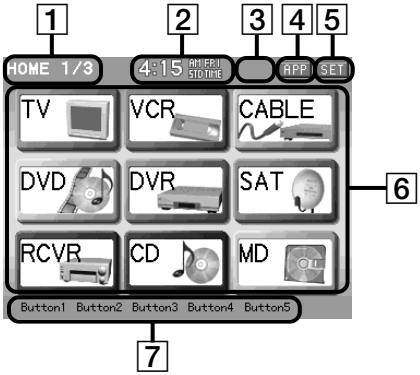
Screen layout and elements

Operation mode display

This is the display used for operating your component. If you press a respective Component key shown in the Home display, function keys for the selected component appear.

Home Display

The Home display appears when the HOME button is pressed.



1 Display name/ Page number
The name of the currently shown display and the page number (current page / total pages) are shown. To skip to another page, press the NEXT / BACK button on the Remote Commander.

2 Clock
The clock is shown. Referring to page 220, set the clock before starting operation.

3 Mark indication
(transmission mark), (charging mark), (low battery) and (timer mark) are shown.

4 [APP] key
Press this key for 2 seconds or longer to enter the application mode (page 226).

5 [SET] key
Press this key for 2 seconds or longer to enter the Set display (pages 22, 39).

6 Component keys
A component to be controlled by the Remote Commander is assigned to each Component key. Press any Component key, then the display for operating the component (Component display) assigned to the key appears.

7 Direct Access button labels (page 52)
The names (label) of Direct Access buttons on the Remote Commander are shown.

Continued

Component display

A Component display appears when a Component key in the Home display is pressed.
Function keys to control the component are assigned to the Component display.

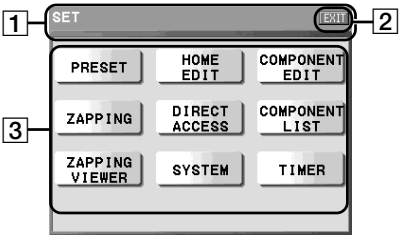
Component display of TV

Setting mode display

This is the display used for setting the Remote Commander. If you press the [SET] key shown on the upper right-hand of the display for 2 seconds or longer, the Set display for entering the setting mode appears.

Set display

Perform the respective setting by selecting the setting item key shown in the Set display.



1 Item confirmation area
If you press this area (other than keys), the character string that indicates the item being set up scrolls from right to left*.

* When programming a preset code, if you select [SOLUTION] and the display of the standby mode for the remote control signal is shown, the character string does not scroll even if you tap it.

2 **[EXIT] key**
Press to return to the previous mode display.

3 **Setting keys**
Press to set up each setting.

[PRESET] key
Press to change a component preset code (page 43).
Setting items:
[SOLUTION] (page 45) [BRAND] (page 48)
[SEARCH] (page 50)

[HOME EDIT] key
Press to customize the Home display (page 67).
Setting items:
[NEW] (page 80) [ALIAS] (page 83)
[DELETE] (page 72) [SKIN / LABEL] (page 74)
[MOVE] (page 69) [DUPLICATE] (page 77)
[COMPONENT MACRO] (page 119) [MACRO VIEWER] (page 123)
[PAGE] (page 85)

[COMPONENT EDIT] key
Press to customize the Component display (page 88).
Setting items:
[LEARN] (page 58) [ALIAS] (page 100)
[DELETE] (page 92) [SKIN / LABEL] (page 97)
[MOVE] (page 89) [WALLPAPER] (page 103)
[SYSTEM MACRO] (page 116) [MACRO VIEWER] (page 123)
[PAGE] (page 105)

[ZAPPING] key
Press to set Zapping (page 176).
Setting items:
[DELETE] (page 184) [LABEL] (page 177)
[EDIT] (page 178)

[DIRECT ACCESS] key
Press to set the label and the macro for Direct Access buttons (page 52).
Setting items:
[LABEL] (page 53) [DIRECT ACCESS MACRO] (page 56)

[COMPONENT LIST] key
Press to set a list assigned to each component (page 150).
Setting items:
[ELEMENT EDIT] (page 150) [USER] (page 159)

[ZAPPING VIEWER] key
Press to set the viewer operation of a created Zapping Group to a function key / button (page 182).
Setting items:
[ADD] (page 182) [DELETE] (page 192)
[ASSIGN] (page 194)

Continued

[SYSTEM] key

Press to set the function of the Remote Commander (“Memory Stick”, display indication, etc.) (pages 206, 212).

Setting items:

[MEMORY STICK] (page 206)
[CLOCK] (page 220)
[LOCK] (page 223)
[DISPLAY] (page 212)
[BEEP] (page 222)
[ABOUT] (page 224)
[RECOVERY] (page 225)

[TIMER] key

Press to set the timer (page 129).

Setting items:

[PROGRAM EDIT] (page 129)
[TIMER ON / OFF] (page 142)

Tip

You cannot select a component being set up or certain keys depending on data set to the keys though they are shown.
Keys that are not selectable appear pressed. If you press one of these keys, a beep sounds twice.

Key appearance on the setting display

Press the keys shown in the display to set the Remote Commander.
There are two types of keys, selectable keys and not selectable keys depending on the data set to the key.

Normal appearance : Selectable (you can set). If you press the key, you can go to the next step.

Pressed appearance: Not selectable (you cannot set). If you press the key, a beep sounds twice.

Setting up the Remote Commander using "NAVITUS Design"

Installing "NAVITUS Design" software contained in the supplied CD-ROM on your computer, you can set up the Remote Commander with your computer. "NAVITUS Design" makes complex settings such as "Macro" (page 113) or "Zapping" (page 172) easy, and also provides various convenient functions that can be set up only on the computer. For details on using, see the manual (Help) provided in "NAVITUS Design."

"NAVITUS Design" system requirements

Operating systems:
Windows® XP Professional / Windows® XP Home Edition / Windows® 2000 Professional / Windows® Millennium Edition / Windows® 98 Second Edition (manufacturer installed)

CPU: Pentium II, 300 MHz or more

RAM: 64 MB or more (128 MB or more for Windows® XP)

Required hard disc capacity:
10 MB or more

Display: High (16 bits) Color or higher, 1,024 × 768 dots or better *[1)]

CD-ROM drive

USB port

(Memory Stick slot) *[2)]

*[1)] Does not operate with a display of under 1,024 × 768 dots.
*[2)] Only when using a "Memory Stick"

Installing "NAVITUS Design"

Follow the instructions below to install.

Notes

- Do not copy the "NAVITUS Design" folder in the supplied CD-ROM to a computer.
- On Windows 2000 Professional, or Windows XP, logon with the ID authorized as the computer administrator when installing "NAVITUS Design."

1 **Close all software running on Windows.**

2 **Insert the supplied CD-ROM in the CD-ROM drive of the computer.**

After a moment, "InstallShield Wizard" of "NAVITUS Design" appears.

3 **Click [Next].**

Follow the on-screen instructions and proceed with the installation.
The "InstallShield Wizard Complete" display appears when the installation is complete.

Tip

If the installation display is hidden behind other windows

"InstallShield Wizard" of "NAVITUS Design" may be sometimes hidden behind other displays while the installation is in progress and you cannot operate the installation. In this case, press the [Tab] key several times while pressing down the [Alt] key. "InstallShield Wizard" of "NAVITUS Design" appears again.

4 **Click [Finish].**

The message telling you to restart the computer appears.

5 **Click [OK].**

The computer restarts, and installing of "NAVITUS Design" finishes.

After restarting the computer, install consecutively the USB driver. Before installing the USB driver, confirm the operating system of your computer, and then perform the procedure from step 4 in "Installing the USB driver" that begins from the next page.

Installing the USB driver

To connect a computer and the Remote Commander using the supplied USB cable, installing the USB driver to the computer is necessary.

Follow the instructions below to install.

Notes

- If the AC power adaptor is not connected to the Remote Commander, USB cannot be detected by the computer even if the USB cable is connected. Make sure to connect the AC power adaptor before installing the USB driver.
  Or, the USB communication is disconnected if the Remote Commander is unloaded from the Battery charging stand. Make sure that the Remote Commander is securely loaded on the Battery charging stand. Or it is recommended to connect the AC power adaptor directly to the Remote Commander. If the USB communication is disconnected by mistake, install the USB driver again from the beginning.
- Do not copy the USB driver in the supplied CD-ROM to the computer.
- On Windows 2000 Professional or Windows XP, logon with the ID authorized as the computer administrator when installing "NAVITUS Design."
- On Windows 2000 Professional or Windows XP, installing of the driver is required for each USB port. Therefore, perform the installation for each USB port to which the Remote Commander is to be connected.
- Messages other than those of the installation procedure of the USB driver described below may appear depending on the computer. In this case, perform the installation following the on-screen instructions.

For Windows XP users

1 Close all software running on Windows.

2 Insert the supplied CD-ROM in the CD-ROM drive of the computer.
After a moment, "InstallShield Wizard" of "NAVITUS Design" appears.

3 Click [Cancel] to close "InstallShield Wizard" of "NAVITUS Design."

4 Connect a computer and the Remote Commander using the supplied USB cable.
The "Found New Hardware" message appears in the Notification Area in the lower right-hand of the display. After a moment, "Found New Hardware Wizard" appears.

Continued

5 **Select "Install the software automatically [Recommended]", then click [Next].**

Installing of the USB driver starts.
The "Completing the Found New Hardware Wizard" display appears when the installation is complete.

6 **Click [Finish].**

Installing of the USB driver finishes.

For Windows 2000 users

1 **Close all software running on Windows.**

2 **Insert the supplied CD-ROM in the CD-ROM drive of the computer.**

After a moment, "InstallShield Wizard" of "NAVITUS Design" appears.

3 **Click [Cancel] to close "InstallShield Wizard" of "NAVITUS Design."**

4 **Connect a computer and the Remote Commander using the supplied USB cable.**

The "Found New Hardware" message appears. After a moment, "Found New Hardware Wizard" appears.

5 **Click [Next].**

The "Install Hardware Device Drivers" display appears.

6 **Select "Search for a suitable driver for my device [recommended]", then click [Next].**

The "Locate Driver Files" display appears.

7 **Mark only the check box of "CD-ROM drives", then click [Next].**

The "Driver Files Search Results" display appears, and the found driver is displayed.

8 **Click [Next].**

Installing of the USB driver starts. The "Completing the Found New Hardware Wizard" display appears when the installation is complete.

9 **Click [Finish].**
Installing of the USB driver finishes.

For Windows Millennium Edition users

1 **Close all software running on Windows.**

2 **Insert the supplied CD-ROM in the CD-ROM drive of the computer.**
After a moment, “InstallShield Wizard” of “NAVITUS Design” appears.

3 **Click [Cancel] to close “InstallShield Wizard” of “NAVITUS Design.”**

4 **Connect a computer and the Remote Commander using the supplied USB cable.**
The “Found New Hardware” message appears. After a moment, “Add New Hardware Wizard” appears.

5 **Click [Next].**
The display for selecting the search method of a driver appears.

6 **Select “Search for the best driver for your device. [Recommended]”, then click [Next].**
The display for specifying a driver location appears.

7 **Mark only the check box of “Specify a location” and input CD-ROM drive name in the text box, then click [Next].**
The search results of the driver files display appears, and the found driver is displayed.

8 **Click [Next].**
Installing of the USB driver starts. The installation complete display appears when the installation is complete.

9 **Click [Finish].**
Installing of the USB driver finishes.

Continued

For Windows 98 Second Edition users

1 **Close all software running on Windows.**

2 **Insert the supplied CD-ROM in the CD-ROM drive of the computer.**
After a moment, “InstallShield Wizard” of “NAVITUS Design” appears.

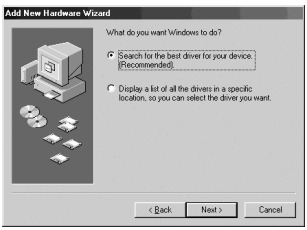
3 **Click [Cancel] to close “InstallShield Wizard” of “NAVITUS Design.”**

4 **Connect a computer and the Remote Commander using the supplied USB cable.**
The “Found New Hardware” message appears. After a moment, “Add New Hardware Wizard” appears.

5 **Click [Next].**
The display for selecting the search method of a driver appears.

Add New Hardware Wizard
This wizard searches for new drivers for:
NAVITUS
A device driver is a software program that makes a hardware device work.
< Back
Next >
Cancel

6 **Select “Search for the best driver for your device. [Recommended]”, then click [Next].**
The display for specifying a driver location appears.


Add New Hardware Wizard
What do you want Windows to do?
Search for the best driver for your device. (Recommended).
Display a list of all the drivers in a specific location, so you can select the driver you want.
< Back
Next >
Cancel

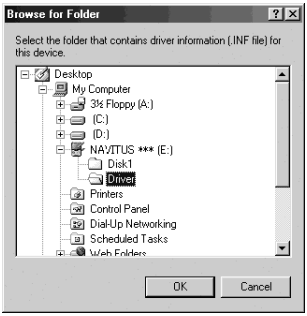
7 Mark only the check box of “Specify a location”, then click [Browse].

The “browse for Folder” dialog box appears.

Add New Hardware Wizard
Windows will search for new drivers in its driver database on your hard drive, and in any of the following selected locations. Click Next to start the search.
Floppy disk drives
CD-ROM drive
Microsoft Windows Update
Specify a location:
A:
Browse...
< Back
Next >
Cancel

8 Select the “Driver” folder in “CD-ROM drive (NAVITUS)”, then click [OK].

The display returns to the display for specifying a driver location.



9 Click [Next].

The search results of the driver files display appears, and the found driver is displayed.

10 Click [Next].

Installing of the USB driver starts. The installation complete display appears when the installation is complete.

Add New Hardware Wizard
Windows driver file search for the device:
RMNXUSB
Windows is now ready to install the best driver for this device. Click Back to select a different driver, or click Next to continue.
Location of driver:
E:\DRIVER\RMNXUSB.INF
< Back
Next >
Cancel

11 Click [Finish].

Installing of the USB driver finishes.

Tip

After clicking [Finish], restarting the computer may be required depending on the computer. In this case, restart the computer following the on-screen instructions.

Starting up “NAVITUS Design 1.0”

On Windows XP

Click the [Start] button on Windows, and point to [All Programs]. Click [Sony NAVITUS] then [NAVITUS Design 1.0].

“NAVITUS Design 1.0” display

On Windows other than XP

Click the [Start] button on Windows, and point to [Programs]. Click [Sony NAVITUS] then [NAVITUS Design 1.0].

Tips

- If (“NAVITUS Design 1.0” icon) is shown, you can also start up “NAVITUS Design 1.0” by double-clicking the icon.
- When exchanging data, connect the Remote Commander and the computer with the supplied USB cable, and then start up “NAVITUS Design 1.0.” For details on connection and data transfer, refer to the manual (Help) of “NAVITUS Design 1.0.”

Using “NAVITUS Design”– Help

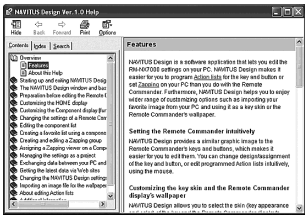
You can set up the Remote Commander by operating “NAVITUS Design”, referring to the detailed instructions provided in Help.

Starting Help

Start up “NAVITUS Design”, then click [Help] on the menu bar and select [NAVITUS Design help].

How to use Help

Click one of the tabs: [Contents], [Index] or [Search], and check the information you need.



To search by contents (Contents)

You can find information relating to a specific subject by using the table of contents shown on the “Contents” tab.

To search indexed information (Index)

You can find information from a list of predetermined keywords shown on the “Index” tab.

To search using key words (Search)

You can submit a Keyword search on the “Search” tab by typing in your keyword(s).

Uninstalling “NAVITUS Design”

Follow the instruction below to uninstall “NAVITUS Design.”

Note

For Windows 2000/Windows XP users, logon with a user name, with “Computer Administrator” as a privilege, and then follow the instructions below. Refer to the operating instructions of your computer for details on logging on as an administrator.

For Windows XP users

1 **Click [Start] then [Control Panel].**
The “Control Panel” window appears.

2 **Click [Add or Remove Programs].**
The “Add/Remove Programs” dialog box appears.

3 **Click [Change or Remove Programs].**

Continued

4 **Click [NAVITUS Design 1.0] in the "Currently Installed Programs" list, then click [Change/Remove].**
"InstallShield Wizard" of "NAVITUS Design" appears.

5 **Select "Remove", then click [Next].**
The confirmation message of deleting the selected program ("NAVITUS Design") appears.

6 **Click [OK].**
The uninstallation of "NAVITUS Design" starts.
The display of completing the uninstallation appears when the uninstallation is complete.

7 **Click [Finish].**
Uninstalling of "NAVITUS Design" finishes.

For Windows 2000 users

1 **Click [Start], [Settings] then [Control Panel].**
The "Control Panel" window appears.

2 **Double-click [Add/Remove Programs].**
The "Add/Remove Programs" dialog box appears.

3 **Click [Change or Remove Programs].**

4 **Click [NAVITUS Design 1.0] in the "Currently Installed Programs" list, and then click [Change/Remove].**
"InstallShield Wizard" of "NAVITUS Design" appears.

5 **Select "Remove", then click [Next].**
The confirmation message of deleting the selected program ("NAVITUS Design") appears.

6 **Click [OK].**
The uninstallation of "NAVITUS Design" starts.
The display of completing the uninstallation appears when the uninstallation is complete.

7 Click [Finish].
Uninstalling of “NAVITUS Design” finishes.

For Windows Millennium Edition/Windows 98 Second Edition users

1 Click [Start], [Settings] then [Control Panel].
The “Control Panel” window appears.

2 Double-click [Add/Remove Programs].
The “Add/Remove Programs Properties” dialog box appears.

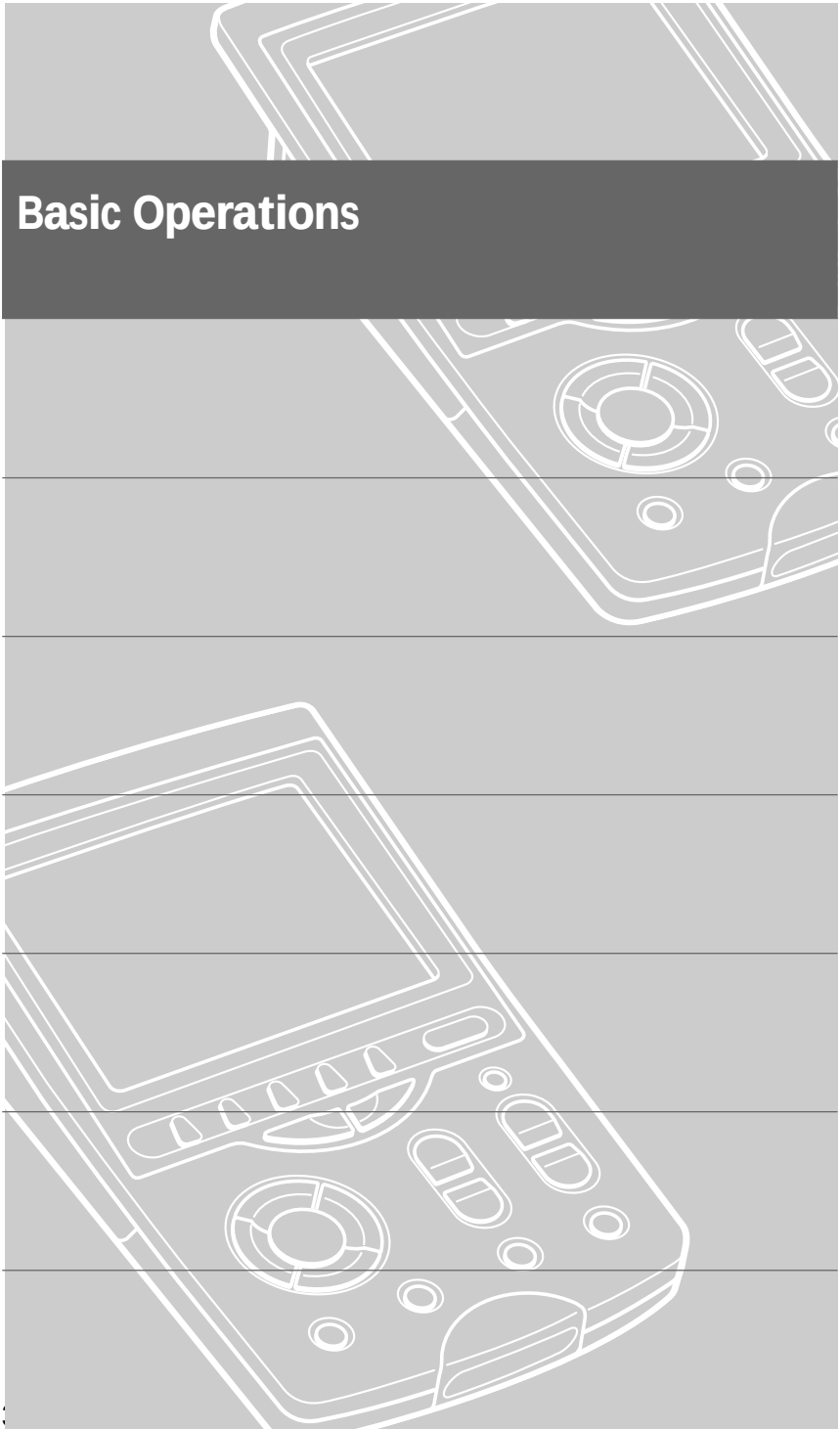
3 Click [NAVITUS Design 1.0] in the list of programmes for automatic removal, and then click [Add/Remove].
“InstallShield Wizard” of “NAVITUS Design” appears.

4 Select “Remove”, then click [Next].
The confirmation message of deleting the selected program (“NAVITUS Design”) appears.

5 Click [OK].
The uninstallation of “NAVITUS Design” starts.
The display of completing the uninstallation appears when the uninstallation is complete.

6 Click [Finish].
Uninstalling of “NAVITUS Design” finishes.

Basic Operations



Basic Operations of the Remote Commander

The basic operations of the Remote Commander in the operation mode, how to enter the Set display used for setting the Remote Commander, and how to input letters are explained here.

Operating a component (Operation mode)

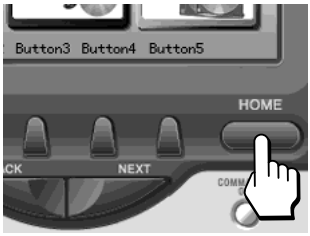
Let's operate a component by pressing keys shown in the display in the operation mode.

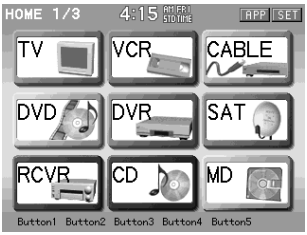
Tip

The Remote Commander is preset at the factory to control most Sony components. To use certain Sony components or components other than Sony's, see "Programming the preset codes of components (PRESET)" (page 42) and program the component preset codes for the Remote Commander.

1 Press the HOME button.

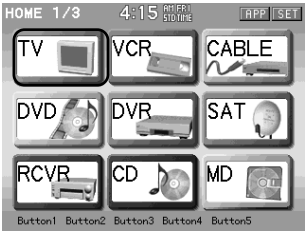
The Home display appears.





2 Press a Component key of the component you want to operate.

For example, press the [TV] key.
The Component display assigned to the pressed key appears.



Continued

3 Press a function key on the Component display or a button on the Remote Commander.

For example, press the [TV POWER] key. The remote control signal is sent to the component you want to operate (in this case, a TV), and the component functions.

To change the page of the display

Press the NEXT button on the Remote Commander to display the next page, or press the BACK button to display the previous one.

Tip

It is recommended that you turn off the display by pressing the COMMANDER OFF button after using to save the battery charge.

To lock the operation mode (Operation Lock)

You can lock the keys and buttons on the Remote Commander to prevent operation with the Remote Commander.
Lock the operation mode in the Home display.

1 Show the Home display.

2 While pressing the EXIT button, press and hold the VOL– button.

3 While pressing the above two buttons consecutively, press the CH– button.

The operation mode is locked.
Operations cannot be performed if you press keys or buttons when the operation mode is locked.
If you press any key or button, a beep sounds twice.

Note

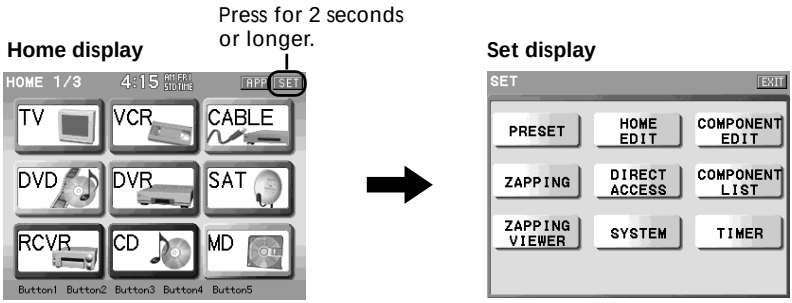
Even if you connect the USB cable or insert a “Memory Stick” when the operation mode is locked, the USB cable or a “Memory Stick” cannot be detected by the Remote Commander. Before connecting the USB cable or inserting a “Memory Stick”, unlock the operation mode.

To unlock the operation mode

Perform steps 2 and 3 described above. The operation mode is unlocked.

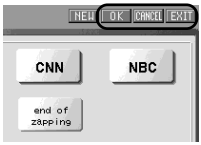
Entering the Set display (Setting mode)

You can customize the Remote Commander's display to your preference by changing key design or programming complex operations for a single key. Each setting can be performed in the corresponding setting mode.
As it is necessary to use the Set display for setting, how to enter the Set display and how certain keys function in each setting display are explained here.
To display the Set display, press the [SET] key for 2 seconds or longer on the upper right in the Home display. It is convenient to use the supplied Stylus when pressing the [SET] key.



About the [OK]/[CANCEL]/[EXIT] keys

The [OK], [CANCEL] and [EXIT] keys, that are displayed in the upper right in the display while setting the Remote Commander, function as follows.



[OK]: To decide the setting. Press to decide temporally the setting and go to the next operation. Or press to decide all set contents in current setting mode.

[CANCEL]: Press to cancel all contents being set and return to the previous status. Or press to return to the previous display.

[EXIT]: Press to return to the previous mode display.

Tip

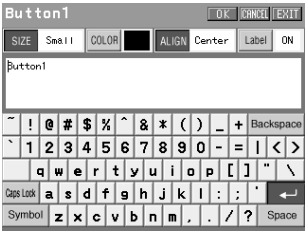
It is convenient to use the supplied Stylus when pressing the keys shown on the upper right in the display, such as [OK], [CANCEL] and [EXIT].

Inputting letters (label setting)

The basic operations to input letters is explained here. Letters can be input in the label (name) setting display by pressing the keyboard using the supplied Stylus. The label setting display appears when creating a new key or changing a key label already set. Display the label setting display by following the procedure of each chapter. How you can change [Button1] to [MOTHER] by following the example of “Setting the label of a Direct Access button” (page 52) is explained here.

1 Delete unnecessary letters by pressing the [Backspace] key.

Move the cursor to the right of a letter you want to delete by pressing the NEXT button, and press the [Backspace] key. Each time you press the [Backspace] key, you can delete a letter from the right. For this example, press the NEXT button 7 times, and press the [Backspace] key 7 times to delete all letters.



2 Press to highlight the [Caps Lock] key, then input letters in the order [M], [O], [T], [H], [E] and [R].

To input capital letters: Press to highlight the [Caps Lock] key, then input letters. Press the [Caps Lock] key again to release it.

To input symbols: Press the [Symbol] key to display a page for symbols. There are 4 pages of symbols. Select a page with the [Symbol] key. If you press the [Symbol] key in the last page for symbols, the page returns to the normal keyboard display.

To input a space: Press the [Space] key.

To start a new line: Press the [↵] key.

To move the cursor: Press the NEXT/BACK button on the Remote Commander.

Notes

- You cannot use certain keys depending on the genre of label. Keys that cannot be used appear pressed. If you press one of these keys, a beep sounds twice.
- You cannot set a label having no letters.
- If a label contains many letters, the letters may be partially hidden on the key or on the Item confirmation area.

3 Press the [OK] key to decide the label setting.

Settings in the keyboard display

The following settings can be performed in the keyboard display in addition to letter input.

[SIZE]: **To select a size of letters.*1)**

Press the [SIZE] key to display a selectable letter size in the order. Select a letter size among [Large], [Medium] and [Small].

*1) Letters are displayed only in the small size in the letter input display. The size you set is reflected and displayed in the actual display.

[COLOR]: **To select a color of letters.*2)**

Press the [COLOR] key to display a selectable letter color in the order. Select a letter color of your preference.

*2) Letters are displayed only in black in the letter input display. The color you set is reflected and displayed in the actual display.

[ALIGN]: **To select a location of letters.*3)**

Press the [ALIGN] key to display a selectable location in the order. Select a location of letters between [Top Left] and [Center].

*3) Letters are displayed only in the [Top Left] location in the letter input display. The location you set is reflected and displayed in the actual display.

[Label]: **To select whether to show or hide the label.*4)**

Press the [Label] key to select ON / OFF (showing / hiding) of a label.

If you set to OFF, a label is hidden in the display.

*4) Letters are shown in the letter input display even if you set [Label] to OFF. The setting is reflected in the actual display.

Note

You cannot select certain setting items depending on the genre of label as the settings are fixed. For further details, read the corresponding pages.

For setting the label for a Direct Access Button, see page 53.
For setting the label for a Component key, see page 76.
For setting the label for a function key, see page 99.
For setting the label for a Timer program key, see page 130.
For setting the label for a List element, see page 151.
For setting the label for a User List key, see page 160.
For setting a label for a Zapping group, see page 176.
For setting a label for a Zapping element, see page 179.

Programming the preset codes of components (PRESET)

You can register components to the Remote Commander by programming the component brand preset codes.
Programming of the preset code is required in the following cases:
– To use a Sony component that is not registered to the Remote Commander by the default setting
– To use a component other than Sony's

New components can be registered to the Remote Commander by downloading their preset codes from the web site and programming for the Remote Commander. For details, refer to the manual (Help) of "NAVITUS Design."

Default settings of Component keys

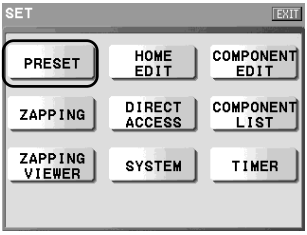
Component key	Category of component to be controlled	Brand and type of component
TV	TV	Sony TV
VCR	VCR	Sony VHS VCR (VTR3)
CABLE	• Analog cable • Digital cable	 Sony digital cable
DVD	DVD player	Sony DVD player (DVD1)
DVR	Hard disc video recorder	Sony hard disc video recorder
SAT	Digital satellite	Sony digital satellite
RCVR	Receiver	Sony receiver
CD	CD player	Sony CD player
MD	MD deck	Sony MD deck
DSP	Digital surround processor	Sony digital surround processor
TAPE	Cassette deck	Sony cassette deck
DAT	DAT deck	Sony DAT deck
DVD RECORDER	DVD recorder	Sony DVD recorder
LD	LD player	Sony LD player
HDAR	Hard disc audio recorder	Sony hard disc audio recorder
LIGHT	Light	Light

Programming a preset code

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

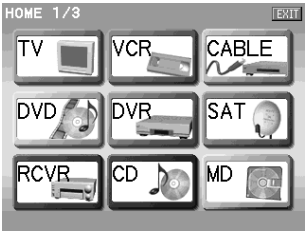
The Set display appears.

2 **Press the [PRESET] key.**



3 **Press a Component key you want to program a preset code for.**

The programming method selection display appears.



Note

You cannot select a component being set up or certain keys depending on data set to the keys though they are shown.

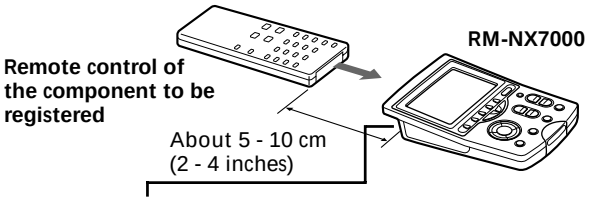
Keys that are not selectable appear pressed. If you press one of these keys, a beep sounds twice.

Continued

4 Press the [SOLUTION], [BRAND] or [SEARCH] key to select a method of programming.

There are three methods to program the preset code. For details on each method, go to the page indicated below. Try [SOLUTION] first. If the preset code cannot be confirmed with [SOLUTION], try [BRAND], then [SEARCH].

[SOLUTION]: Use the remote control supplied to the component to be registered.
Place the Remote Commander head to head with the remote control of the component to be registered as illustrated below.
Remote control signals of the component to be registered is received by the Remote Commander, then registering can be simply performed by searching automatically a preset code.



Infrared detector
Confirm the location of the detector of the Remote Commander. When the AC power adaptor is connected to the Remote Commander, make sure that the detector is not shut off by the cord.

→ Go to page 45.

[BRAND]: Program a preset code by selecting a component brand from the brand list.
Even if there are multiple preset codes in the brand of the component to be registered, you can confirm the preset code by performing a test execution. After this, it will not be necessary to set again.
→ Go to page 48.

[SEARCH]: Program a preset code by selecting a preset code from the component code list and performing test execution one by one.
You can search a preset code with this method even when you have not a remote control of the component to be registered, or you cannot find a brand name of the component to be registered in the brand list.
→ Go to page 50.

When programming of a preset code is complete

The display returns to the Component key selection display (step 3, page 43).

To program another component successively

Repeat the procedure from step 3 on page 43.

To perform other settings after finishing the setting of programming a preset code

Press the [EXIT] key. The display returns to the previous mode display.

To finish all settings

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

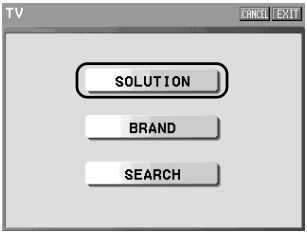
Confirming whether the correct preset code is programmed

Operate the component using the Remote Commander. For details on operation, see “Operating a component (Operation mode)” (page 37).

Programming a preset code using the remote control of a component (SOLUTION)

The following steps are a continued from step 4 on page 44.
Place the Remote Commander head to head with the remote control of the component to be registered to. While programming, do not disconnect or connect the USB cable or the AC power adaptor, or do not remove or insert a “Memory Stick”, as a malfunction may result.
Programming a preset code of a TV component is explained here.

1 Press the [SOLUTION] key in the programming method selection display.



Instructions appear in the display and the Remote Commander is set to the standby mode for receiving the remote control signal.

To cancel the standby mode

Press the COMMANDER OFF button.
The display returns to the programming method selection display.

Continued

2 Following the on-screen instructions, press and hold down the button of the remote control of the AV component to be registered until a beep sounds.

The preset code found by the Remote Commander appears in the display.

Press the button indicated on this display.

If a beep sounds five times

— The Remote Commander cannot find a preset code. Try registering by other methods.

Press the [OK] key in the confirmation display that appears after the error display, then the display returns to the programming method selection display. See step 4 on page 44 and go to the procedure of [BRAND] or [SEARCH].

— 20 seconds has passed before you press the button on the remote control of the component to be registered.

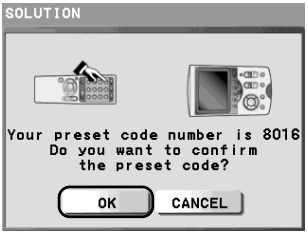
Press the [SOLUTION] key again and register again, or go to the procedure of [BRAND] or [SEARCH].

Note

When the display returns to the programming method selection display because the remote control of the component does not have a key indicated in the display, show the list of preset codes with the [LIST] key and select a preset code from the expected preset codes (shown in red) if you can reduce the number of expected codes. Or select [BRAND] or [SEARCH].

3 Press the [OK] key.

The preset code is programmed for the Remote Commander and the display returns to the component selection display (step 3 on page 43).



Tip

If you press the [CANCEL] key, the preset code will not be programmed and the display will return to step 1 on page 45.

When two or more preset codes are detected

The display on the right appears.
Program a preset code by performing one of the following ways.

Tip

If you press the [CANCEL] key, the preset code will not be programmed and the display will return to the programming method selection display (step 1 on page 45).

◆ To reduce the number of expected codes by transmitting a signal again.

1 Press the [CONTINUE] key.

The display returns to step 2 and the instruction in the display asks you to press a different button. Repeat this step until a preset code appears in the display.

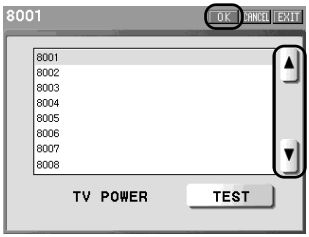
◆ To select a preset code from the list of preset codes

1 Press the [LIST] key.

The list of preset codes appears and expected preset codes are displayed in red.

2 Press the [▲] or [▼] key to select the preset code to be programmed, and then press the [OK] key.

The selected preset code is programmed for the Remote Commander, and the display returns to the component selection display (step 3 on page 43).



Tips

- Each time you press the [▲] or [▼] key, the cursor moves one line up or down on the list. If you press the [▲] or [▼] key for 2 seconds or longer, the list in the display scrolls.
- If you press the [CANCEL] key, the preset code will not be programmed and the display will return to the previous one.

4 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

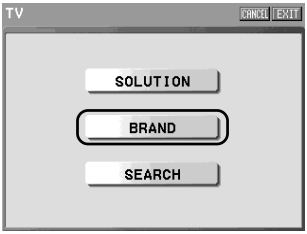
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Programming a preset code using the list of brand preset codes (BRAND)

The following steps are continued from step 4 on page 44.
Programming a preset code of a TV component is explained here.

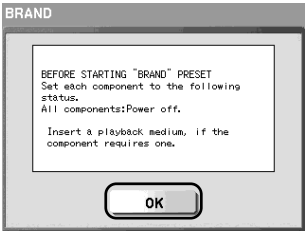
1 Press the [BRAND] key in the programming method selection display.

Instructions for the preparation of the component to be registered appear in the display. Set the component to the status as instructed.

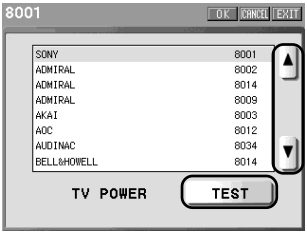


2 Press the [OK] key.

The list of brand names and preset codes appear in the display.


BRAND
BEFORE STARTING "BRAND" PRESET
Set each component to the following status.
All components:Power off.
Insert a playback medium, if the component requires one.
OK

3 Press the [▲] or [▼] key to select the brand of the component by the cursor, aim the Remote Commander at the component to be registered, and then press the [TEST] key.



The Remote Commander transmits the remote control signal. If there are two or more preset codes for a brand, select the first one and press the [TEST] key.

When the component to be registered functions properly

The correct remote control signal was transmitted. Go to step 4.

When the component to be registered does not function properly

The selected preset code may be incorrect. Select again the preset code by pressing the [▲] or [▼] key, aim the Remote Commander at the component to be registered, and then press the [TEST] key again.

Tips

- Each time you press the [▲] or [▼] key, the cursor moves one line up or down on the list. If you press the [▲] or [▼] key for 2 seconds or longer, the list in the display scrolls.
- The name of the test key signal is displayed on the left of the [TEST] key. Each time you press the [TEST] key, the test key signal assigned to the preset code selected by the cursor is automatically changed. The test key signal names assigned to the selected preset code will cycle automatically.

4 Press the [OK] key.

The preset code is programmed for the Remote Commander and the display returns to the component selection display (step 3 on page 43).

Tip

If you press the [CANCEL] key, the preset code will not be programmed and the display will return to step 1 on page 48.

5 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

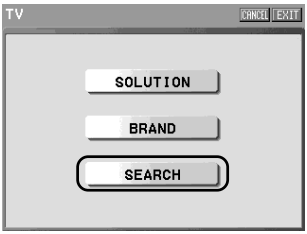
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Programming a preset code using the list of component preset codes (SEARCH)

The following steps are continued from step 4 on page 44.
Programming a preset code of a TV component is explained here.

1 Press the [SEARCH] key in the programming method selection display.

Instructions for the preparation of the component to be registered appear in the display. Set the component to the status as instructed.



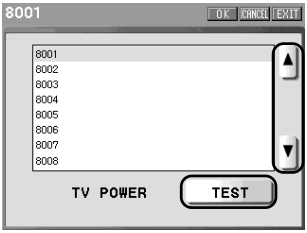
2 Press the [OK] key.

The list of preset codes appears in the display. Make sure that the first preset code is selected by the cursor.

SEARCH
BEFORE STARTING THE "SEARCH" PRESET
Set each component to the following
status to enable search function.
TV, RECEIVER: Power on.
CD, MD, TAPE, DAT, LD: Power on with a
playback source (disc, tape, etc.)
Other components: Power off.
OK

3 Press the [▲] or [▼] key to select a component preset code by the cursor, aim the Remote Commander at the component to be registered, and then press the [TEST] key.

The Remote Commander transmits the remote control signal. One test key signal is assigned to a preset code. The name of test key signal is displayed on the left of the [TEST] key.



Tip

Each time you press the [▲] or [▼] key, the cursor moves one line up or down on the list. If you press the [▲] or [▼] key for 2 seconds or longer, the list in the display scrolls.

When the component to be registered does not function properly

The selected preset code may be incorrect. Select again the preset code by pressing the [▲] or [▼] key, aim the Remote Commander at the component to be registered, and then press the [TEST] key again. Repeat this operation until the component to be registered functions properly.

When the component to be registered functions properly

The correct remote control signal was transmitted. Go to step 4.

4 Press the [OK] key.

The preset code is programmed for the Remote Commander and the display returns to the component selection display (step 3 on page 43).

Tip

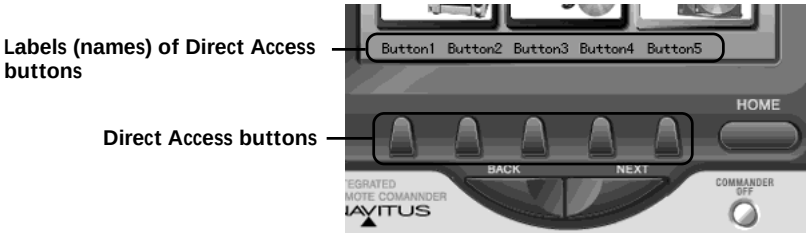
If you press the [CANCEL] key, the preset code will not be programmed and the display will return to step 1 on page 50.

5 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Using the Direct Access buttons (DIRECT ACCESS)

The Direct Access buttons are shortcuts to skip to given displays from the home display. If you program a Direct Access button to jump to the desired page, the page will appear by just pressing the Direct Access button. You can also change the labels (names) of the Direct Access buttons.



The labels and programmed contents for the Direct Access buttons are as follows in the default settings. The label names are [Button1], [Button2]...[Button5] in the order from the left.

[Button1]: Jumps to the first page of the TV component.
[Button2]: Jumps to the first page of the SAT component.
[Button3]: Jumps to the first page of the DVD component.
[Button4]: Jumps to the first page of the VCR component.
[Button5]: Jumps to the first page of the RCVR component.

Setting the label of a Direct Access button

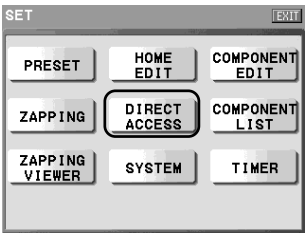
The label of a Direct Access button shown in the touch panel display can be changed. As an example, let's change [Button1] to [MOTHER] so that it will be a mother's own Direct Access button.

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [DIRECT ACCESS] key.

The Direct Access display appears.

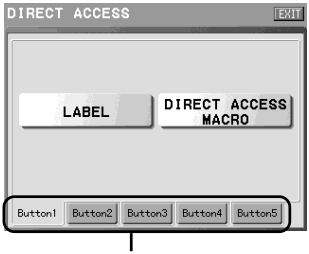


3 Press the tag of a Direct Access button you want to set the label to.

For example, set the label by pressing the [Button1] tag.

Note

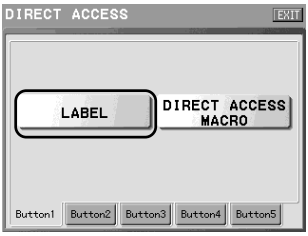
You cannot select a tag, even if you press a Direct Access button on the Remote Commander.



Tags of the Direct Access buttons

4 Press the [LABEL] key.

The software keyboard appears in the display.



5 Set the label of the Direct Access button.

For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).

Specified settings to the label of the Direct Access button besides the information described on pages 40 - 41 are as follows.

Letter input:	Up to 8 letters can be input.
Starting a new line:	Not available.
Pictographs:	Can be input. A pictograph is counted as 4 letters.
[SIZE]:	Not selectable. The letter size is fixed to [Small].
[ALIGN]:	Not selectable. The letter location is fixed to [Center].
[COLOR]:	Select a letter color of your preference.
[Label]:	Available.

Continued

6 When the label setting is complete, press the [OK] key.

The label setting of the Direct Access button is confirmed and the display returns to step 3.

Tip

If you press the [CANCEL] key, the label will not be set and the display will return to step 3.

7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

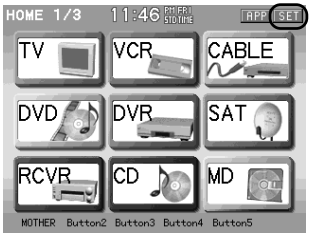
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Programming an action to skip to the desired page for a Direct Access button

You can program a series of actions (macro) for the Direct Access buttons. If you program an action to skip to the desired page for a Direct Access button, you can jump to your favorite page just by pressing the button.
For example, let's program an action to skip to the page that a mother often use (the first page of the TV / DVD component) as you changed the [Button1] label to the [MOTHER] label in "Setting the label of a Direct Access button" on page 52.

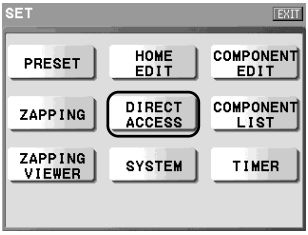
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.



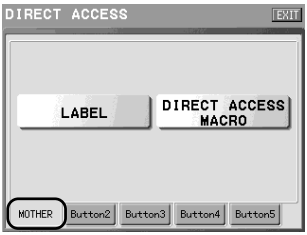
2 Press the [DIRECT ACCESS] key.

The Direct Access display appears.



3 Press the [MOTHER] tag.

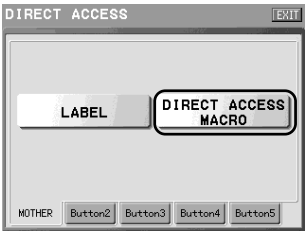
The Direct Access button for which you want to program an action to skip to the desired page is decided.



Continued

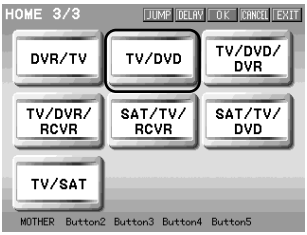
4 Press the [DIRECT ACCESS MACRO] key.

A message for confirming of deleting a macro appears.
If you press [YES] key, a macro that has already been programmed will be deleted, and a new macro will be programmed. If you press the [NO] key, the display returns to step 3.



5 Press the NEXT button to display the third page of the Home display, and then press the [TV/DVD] key.

The Component display appears.



6 Press the [JUMP] key.

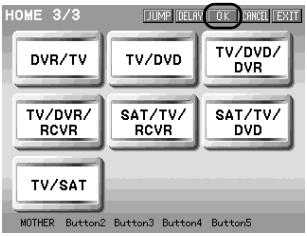
In this example, the first page of the TV/DVD component is stored as the destination for jumping.

7 Press the [OK] key.

The display returns to step 5.

8 Press the [OK] key.

The display returns to step 3.
The setting for jumping to the first page of the TV / DVD component by pressing the MOTHER button is programmed.



Tips

- If you press the [CANCEL] key, the macro will not be set and the display will return to step 3.
- In this chapter, how to change the [Button1] label to the [MOTHER] label and how to program a simple macro for jumping to the first page of the TV / DVD component are explained. You can also set a series of actions. In step 6, before pressing the [JUMP] key, program a series of actions. For details on programming a series of actions, see “Step 2: Setting a macro” (page 120) in “Programming a series of actions (macro) for a key / button.”
- You can set a macro to a Direct Access button also from the Home Edit display. For details, see “3 When programming a macro for a Component key or a Direct Access button” (page 119).

9 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Programming remote control signals for a key or button – Learning function (LEARN)

You can teach remote control signals for an component to any of the programmable function keys on the Component display, and buttons on the Remote Commander.
Using this learning function, you can set the Remote Commander to operate components or to have functions of components when they are not controllable even if you have programmed the preset codes. You can also use the learning function to change the function of individual keys and buttons after programming the preset code.

Notes

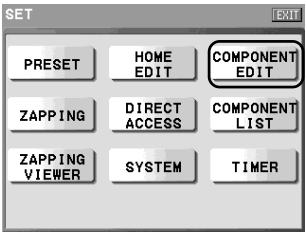
- While learning, do not disconnect or connect the USB cable or the AC power adaptor, or do not remove or insert a “Memory Stick”, as a malfunction may result.
- Certain remote control signals may not be learned depending on the remote control signal of the component to be programmed.
- Before performing the learning function, install new batteries in the remote control of the component whose signal is to be learned, and fully charge the Remote Commander or connect the AC power adaptor to the Remote Commander. (When the mark is lit, you cannot use the learning function, as the Remote Commander cannot enter the setting mode.
- Avoid performing the learning function in places under direct sunlight or strong fluorescent light. (It may cause noise.)
- You cannot set learning signals to the Component keys or the buttons when the Home display is shown.
- You cannot set learning signals to certain function keys or buttons. Function keys that are not learnable appear pressed. If you press one of these keys, a beep sounds twice. If you press a function button that is not learnable, a message appears.

1 Press the [SET] key for 2 seconds or longer in the Home display.

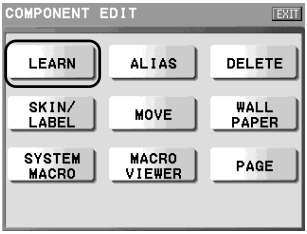
The Set display appears.

2 Press the [COMPONENT EDIT] key.

The Component edit display appears.

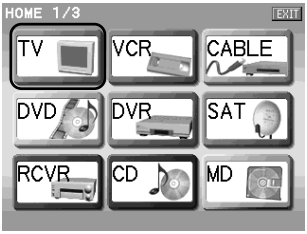


3 Press the [LEARN] key.

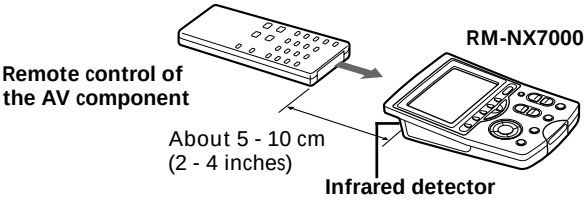


4 Press the Component key whose component display includes the key you want to teach.

For example, press the [TV] key.



5 Place the Remote Commander head to head with the remote control of the component whose signal is to be learned.



6 Press the function key or button to which you want to teach a signal.

For example, press the [TV POWER] key.
The Remote Commander is set to the standby mode for receiving the remote control signal.
Go to step 7 on page 61.

Continued

Notes

- Function keys that are not learnable appear pressed. If you press one of these keys, a beep sounds twice. Or if you select a function key which has already learned a remote control signal, a function key for which a macro has been programmed or a function key which has been set as the reference key for Alias, a message appears according to the respective setting contents. In this case, perform the learning procedure following the on-screen instructions.
- If you press a function button that is not learnable, a message saying that it is not learnable appears. Press the [OK] key, and then select another function button. Or if you select a function button which has already learned a remote control signal, a function button for which a macro has been programmed or a function button which has been set as the reference button for Alias, a message appears according to the respective setting contents. In this case, perform the learning procedure following the on-screen instructions.
- If no input signal is detected for 10 seconds, an error message appears, and a beep sounds five times. Select the function key or button again.

Tips

- You can change a page with the NEXT/BACK button. (The Trash can page does not appear.)
- If you want to teach function keys or buttons of other components, press the [CANCEL] key. The display returns to step 4.
- If you press the COMMANDER OFF button, you can exit the standby mode for remote control signal reception. Then the display returns to step 6.

To create a new function key and teach a remote control signal to it

1 Press the [NEW] key.

2 Set the skin (key appearance and color) and the label of the function key.

For details, see steps 6 and 7 in “Setting the skin (key appearance and color) and the label (name) of a function key (SKIN/LABEL)” (page 97).

Tip

A newly created function key is shown in the last page.

When you overwrite the key or button to which learning signal has already been set

Keys to which a learning signal has already been set blink. If you press a blinking key or a button to which a learning signal has already been set, a message for confirmation of overwriting appears.
Press the [YES] key to overwrite the key or button with a new signal.
If you press the [NO] key, the display returns to the previous display.

Note on when teaching a signal to an Alias key/button

An Alias key / button is set to refer to the setting contents of another key / button and work the same as the reference key / button.

When you teach an Alias button, a message appears and prompts you to select either the button you pressed or the reference key / button of the pressed button to teach a signal to. To teach a signal to the Alias button you pressed, press the [SELECTED KEY] key. To teach a signal to the reference key / button press the [REFERENCE KEY] key.

If the reference key is not learnable, a message appears. If you press the [OK] key, the display returns to step 6 on page 59.

When teaching an ALIAS key, the reference key will be learned.

For details on ALIAS, see “Setting a function key of another component to a Component display (ALIAS)” (page 100).

7 Press and hold down the button of the remote control, whose signal you want to teach to the key or button, until a beep sounds.

The learned signal is set to the function key or button. When learning is complete, the display returns to step 6.

If a beep sounds five times

The Remote Commander did not successfully learn the signal transmitted from the remote control of the component. Learn the remote control signal again.

Note

A beep also sounds five times when the button of the remote control is not pressed within 10 seconds after the instruction is shown in the display.

8 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Continued

Tips

- Operate the key or button that learned the signal, and check if the AV component functions properly. If the AV component does not function properly, perform learning of a remote control signal again.
- You cannot teach a remote control signal to the Direct Access buttons or Component keys directly. To use the learned signal with these buttons / keys, first teach function keys in the component, and then program the action of the learned key / button as a macro for the Direct Access button or Component key. For details, see “Programming a series of actions (macro) for a key / button” (page 115).

For accurate learning

- Do not move the remote control units during the learning procedure.
- Do not disconnect or connect the AC power adaptor or the USB cable while learning. This may cause an incorrect learning procedure. It is recommended to connect the AC power adaptor before learning.
- Press and hold down the button of the remote control whose signal you want to teach until a beep sounds.
- Decide the position of two remote control units or the distance between them according to the position of the infrared ray emitter.
- When you teach signals of an interactive signal exchange system remote control unit (supplied with some Sony tuners, amplifiers and receivers) to the Remote Commander, the response signal of the main unit may interfere with learning of the Remote Commander. In this case, move to a place where the signals will not reach the main unit (e.g. other rooms, etc.).

Notes on learning the signals of an air-conditioner

About seasonal adjustments

If you change the seasonal settings of your air-conditioner, you have to teach the remote control signals of the new settings to the Remote Commander.

If the power-on/off operation does not work correctly

If the Remote Commander operates only “ON” or “OFF”, but not both, with a learned key or button, while your air-conditioner’s remote control can operate both “ON” and “OFF” with a single button, teach the signal on two separate keys or buttons of the Remote Commander as follows.

1 Delete the remote control signal from the key or button to which you taught the air-conditioner’s power-on/off signal. For details on deleting the remote control signal, see “Deleting the learned remote control signal” (page 64).

2 Teach the power-on signal of the air-conditioner’s remote control for a key or button on the Remote Commander to which you want to teach the power-on signal of the air-conditioner.

3 Teach the power-off signal of the air-conditioner’s remote control for a key or button on the Remote Commander to which you want to teach the power-off signal of the air-conditioner.

IMPORTANT

Be sure to place the Remote Commander out of the reach of small children or pets.

Also set the Operation Lock function to lock the operation mode of the Remote Commander (page 38) when it is not in use.

Components such as air conditioners, heaters and electric appliances may be operated by infrared signals transmitted accidentally, and may cause a fire or a serious injury.

Deleting the learned remote control signal

You can delete the remote control signal that a key or button has learned. When the learned signal is deleted, the key or button returns to the status before learning.

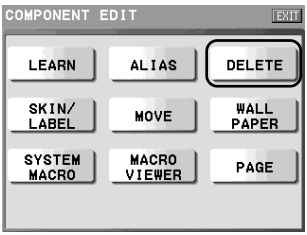
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

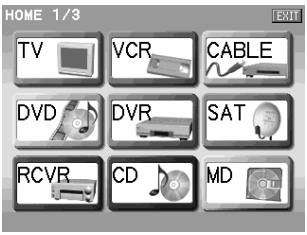
2 Press the [COMPONENT EDIT] key.

The Component Edit display appears.

3 Press the [DELETE] key.



4 Press the Component key that includes the key or button whose learned signal you want to delete.



■ To delete all learned signals programmed for keys and buttons in a component

Press the Component key for 2 seconds or longer.
The deletion confirmation display appears.

If you want to delete all learned data

Press the [YES] key. The data deleting message appears. When deletion is complete, the display returns to step 4.

If you do not want to delete all learned data

Press the [NO] key. Learned data will not be deleted and the display will return to the previous one.

5 Press the key or button whose learned signal you want to delete.

When deletion of the learned signal is complete, the key stops blinking and appears released (normal).
When the button that has learned the remote control signal is pressed, the deletion confirmation message appears.

If you want to delete the learned signal of the button

Press the [YES] key. The button will return to the default setting status, and the display will return to the previous one.

If you do not want to delete the learned signal of the button

Press the [NO] key. The learned signal will not be deleted and the display will return to the previous one.

Tip

Using the NEXT/BACK button, you can select the page where you assigned the key or button whose learned signal you want to delete.

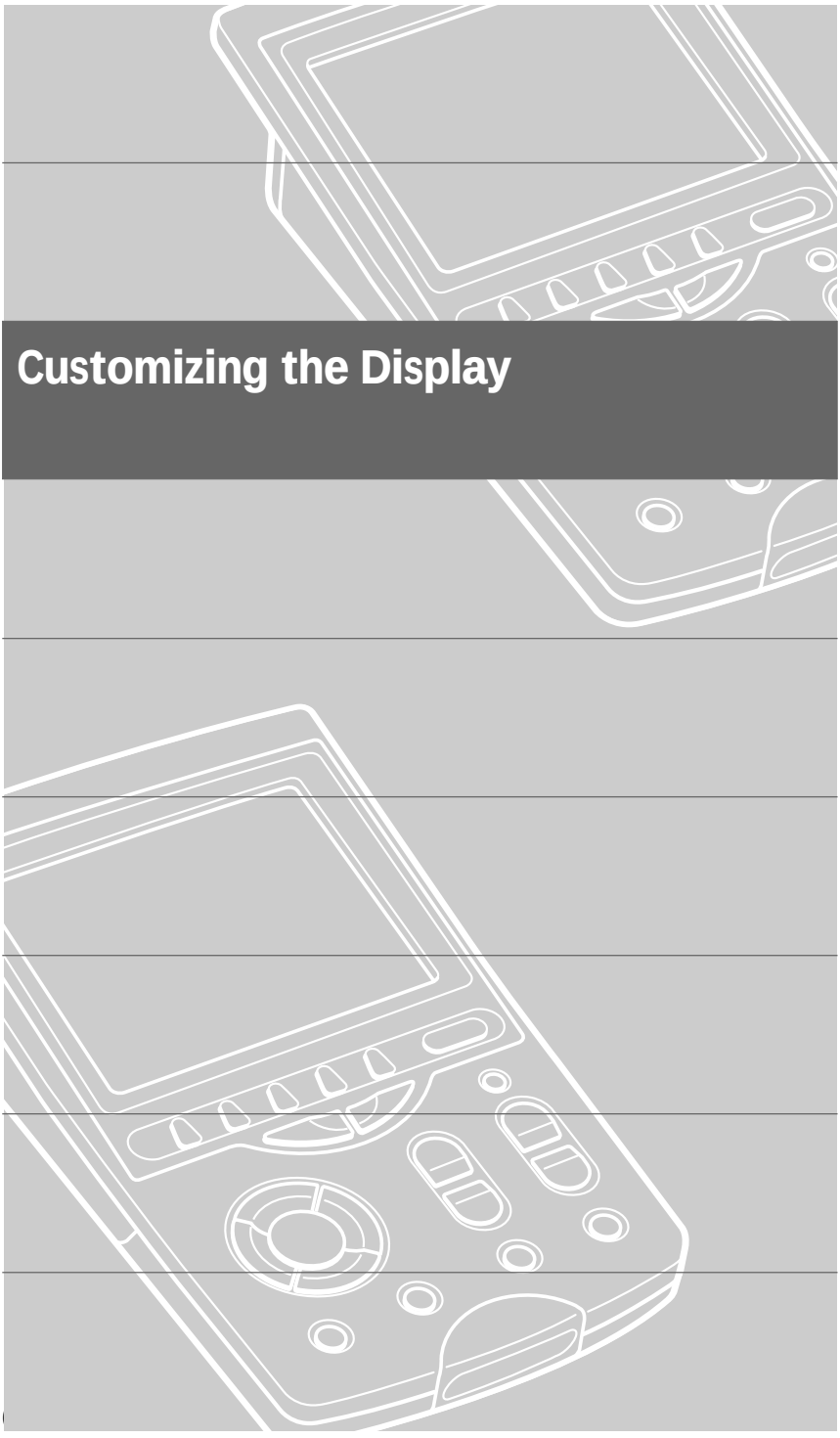
6 Press the [OK] key.

The learned signal is deleted, and the display returns to step 4.

7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

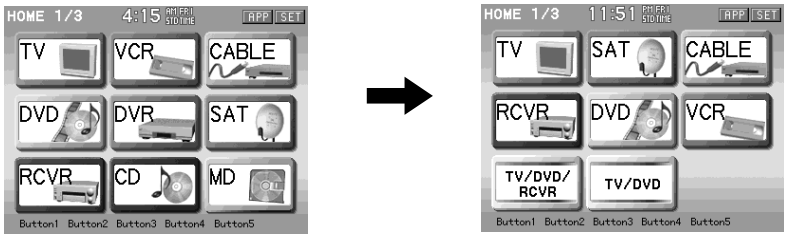
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Customizing the Display

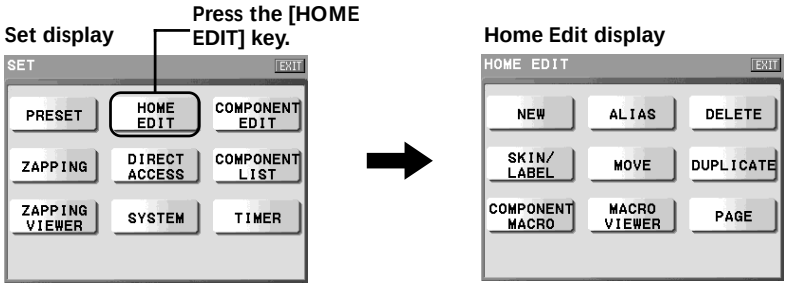


Customizing the Home display (HOME EDIT)

You can change the assignment of the Component keys in the Home display, and the labels of the Component keys. Also, you can add a new page to the Home display if necessary. Customize the Home display as you prefer.



Start editing of the Component keys or the Home display screen from the Home Edit display.



Editing functions for the Component keys

[MOVE]: Changes the assignment of Component keys.

[DELETE]: Deletes a Component key.

[SKIN/LABEL]: Sets the label and the skin (key appearance and color) shown on a Component key.

[DUPLICATE]: Creates a new Component key by copying an existing Component key. The programmed component can be changed.

[NEW]: Creates a new Component key.

[ALIAS]: Creates an Alias Component key that refers to the setting of other components.

Editing function for the Home display

[PAGE]: Adds a page to or deletes a page from the Home display.

Continued

The Home display can also be customized easily with a computer by using the supplied application “NAVITUS Design.” You can enjoy customizing the Home display screen by importing pictures from the computer and set them to the keys, for example. “NAVITUS Design” is especially useful when setting the function keys for two or more components to one component (creating a Multi Component key).

Changing the assignment of a Component key (MOVE)

The assignment of the Component keys can be changed. You can assign a component you often use to the first page, or assign AV components used together to nearby keys.

Tip

It is recommended to add a new page using the [PAGE] function (page 85) before moving a Component key, so that you can change the assignment of Component keys after empty space is created by moving a Component key to an added page.

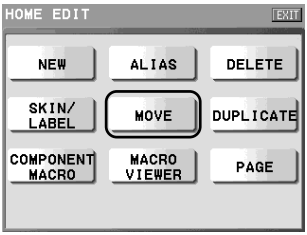
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [HOME EDIT] key.

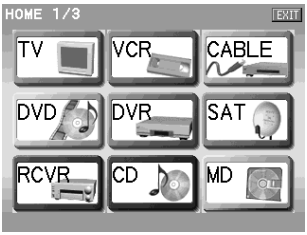
The Home Edit display appears.

3 Press the [MOVE] key.



4 Press the Component key you want to move.

The selected Component key appears pressed.



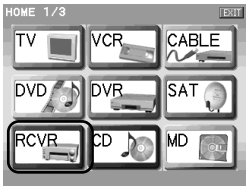
Continued

5 Press the position to which the Component key is to be moved.

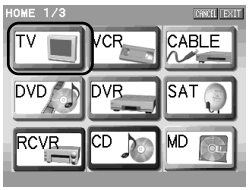
To move the Component key to another page of the Home display
Press the NEXT/BACK button to change the page, then press the position the Component key is to be moved to.

For example, let's change the position of the [RCVR] and [TV/SAT] key.

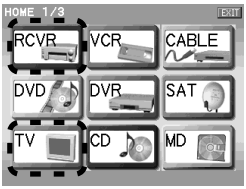
When selecting another Component key position as the destination



Press the [RCVR] key.

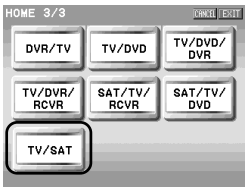


Press the [TV] key.

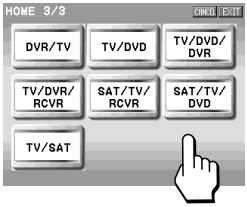


The [TV] key and the [RCVR] key exchange the places.

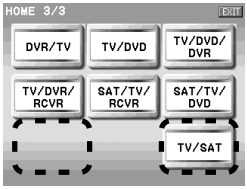
When selecting an empty space as the destination



Press the [TV/SAT] key.



Press the empty space.



The [TV/SAT] key is moved to the empty space.

Tip

If you press the [CANCEL] key without pressing the position the Component key is to be moved to, the display returns to step 4.

Note

If you press a position that cannot be specified as the position the Component key is to be moved to (the Component key selected to be moved that appears pressed, or positions except Component keys and empty space), a beep sounds twice.

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Deleting a Component key (DELETE)

Unnecessary Component keys can be deleted from the Home display. Once a Component key is deleted, all the programmed data and settings for the component (the Component display, function keys, data on function buttons) are deleted.
Perform a deletion if an existing Component key becomes unnecessary when you purchase a new AV component, for example.

Note
If you delete a Component key set to be the reference key for Alias or a macro, keys and buttons that refer to the Component key will not function properly.

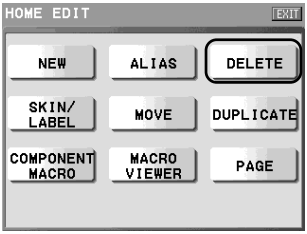
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [HOME EDIT] key.

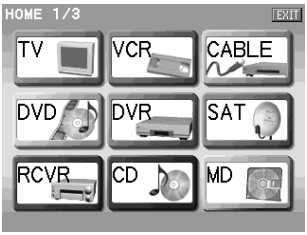
The Home Edit display appears.

3 Press the [DELETE] key.



4 Press the Component key you want to delete.

The deletion confirmation display appears.



5 Press the [YES] key.

The selected Component key is deleted, the display returns to step 4.
If you do not want to delete the Component key, press the [NO] key. The Component key will not be deleted, and the display returns to step 4.

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Setting the skin (key appearance and color) and the label (name) of the Component key (SKIN/LABEL)

You can set the skin (key appearance and color) and the label shown on the Component key.
For the skin setting, select from the provided skins for the Component key.
For the label setting, you can set the letter size and color in addition to the label name shown on the Component key.

Tip
The label of the Direct Access buttons can be also set in the Home Edit display. For details on the number of letters you can input, the letter size and color, see step 5 in "Setting the label of a Direct Access button" (page 52).

With the supplied application "NAVITUS Design", you can import image files to design your own skin on your computer. For details on importing of image files for the skin, refer to "Importing an image file for the skin" in the manual (Help) of "NAVITUS Design."

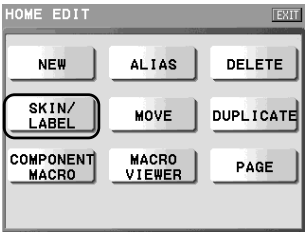
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [HOME EDIT] key.

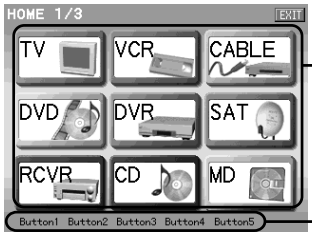
The Home Edit display appears.

3 Press the [SKIN/LABEL] key.



4 Press a Component key whose skin (key appearance and color) and label you want to set.

The display for the skin setting appears.



Component keys

Labels for the Direct Access buttons
Press the Direct Access button to select it.

Tip

If you press the Direct Access button, you cannot set the skin. In this case, go to the label setting in step 6.

5 Select a skin for the Component key from the provided skins.

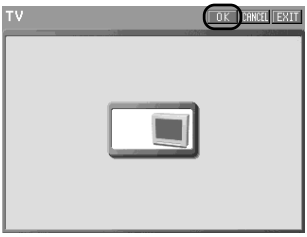
Set two kinds of skin: a skin that appears released (normal skin) and then a skin that appears pressed (pressed skin).

1 **Select a normal skin to be set.**
Only one skin appears in the center of the display. To display the next skin, press the NEXT button on the Remote Commander. To display the previous skin, press the BACK button.

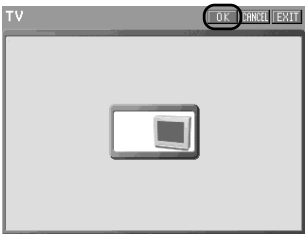
2 **Press the [OK] key.**

3 **Select a pressed skin to be set.**
Only one skin appears in the center of the display. To display the next skin, press the NEXT button on the Remote Commander. To display the previous skin, press the BACK button.

4 **Press the [OK] key.**



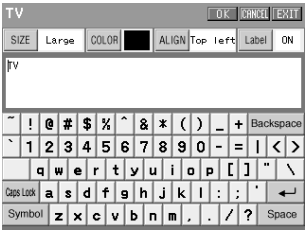
Normal skin



Pressed skin

Continued

6 Set the label of the Component key.



Input letters to the label in the label setting display by pressing the keyboard using the supplied Stylus.
For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).

Specified settings to the label of the Component key besides the information described on pages 40 - 41 are as follows.

Letter input:	Up to 32 letters can be input.
Starting a new line:	Available. Starting a new line is counted as a letter.
Pictographs:	Can be input. A pictograph is counted as 4 letters.

Specified settings to the label of the Direct Access button are as follows.

Letter input:	Up to 8 letters can be input.
Starting a new line:	Not available.
Pictographs:	Can be input. A pictograph is counted as 4 letters.
[SIZE]:	Not selectable. The letter size is fixed to [Small].
[ALIGN]:	Not selectable. The letter location is fixed to [Center].

Note

You cannot set the same label name as an existing Component key, regardless of whether characters are upper or lowercase. If you try to set the same label name, a message appears.

7 When the label setting is complete, press the [OK] key.

The skin and label are set and the display returns to step 4.

Tip

If you press the [CANCEL] key, the label will not be set and the display will return to step 5.

8 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Copying a Component key (DUPLICATE)

You can create a new Component key by copying an existing Component key. If you duplicate a Component key, a new Component key with the same preset code and function buttons as an existing Component key is created. It is convenient to create a new Component key by changing partially the setting contents of an existing Component key.

Tip

A new Component key created by copying is assigned on the last page of the Home display.

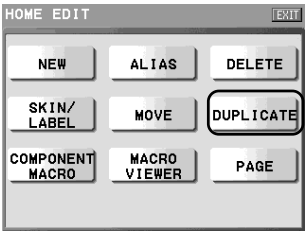
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [HOME EDIT] key.

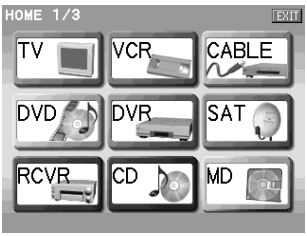
The Home Edit display appears.

3 Press the [DUPLICATE] key.



4 Press the Component key you want to copy.

Component keys that cannot be copied appear pressed and cannot be selected. If you press one of them, a beep sounds twice.

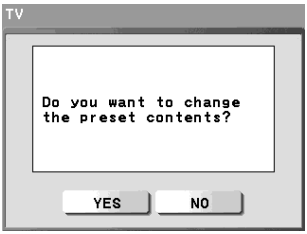


5 Select whether to change a component preset code programmed for the Component key to be copied.

Continued

If you want to change a component preset code

Press the [YES] key.



For details on programming of a preset code, see “Programming the preset codes of components (PRESET)” (page 42).
When the preset setting is complete, go to step 6.

If you do not want to change a preset code

Press the [NO] key. Then go to step 6.

6 Set the label of the new Component key.

For details on setting the label, see “Inputting letters (label setting)” (pages 40 -41).

Note

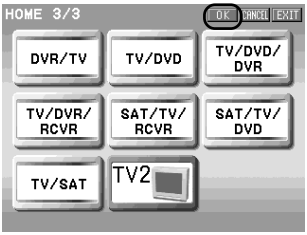
You cannot set the same label name as the copied Component key or another existing Component key, regardless of whether characters are upper or lowercase. If you try to set the same label name, a message appears.

7 When the label setting is complete, press the [OK] key.

A new Component key is displayed.

8 Confirm the copying of the Component key, and then press the [OK] key.

A new Component key created by copying is assigned on the last page of the Home display. The display returns to step 4.
If you press the [CANCEL] key, the display returns to step 6.



9 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Tips

- A new Component key created by copying has the same skin as the copied Component key. If you want to change the skin of a new Component key created by copying, set the skin again. For details, see “Setting the skin (key appearance and color) and the label (name) of the Component key (SKIN / LABEL)” (page 74).
- A new Component key created by copying is assigned on the last page of the Home display. If there is no space to assign a new key on the last page, a new page will be added, and a new key will be assigned to that page. You can create up to 63 pages for the Home display. If you try to create a page over 63 pages, a message will appear. In this case, press the [OK] key.

Creating a new Component key (NEW)

You can create a new Component key in the Home display.
There are two methods to create a new Component key.

- Create a key programmed with a preset code of a specific component
- Create an empty key without programming a preset code

If you create an empty Component key, program the Alias, macro and learning settings to function keys in a component later.

Tip
The created Component key is assigned on the last page of the Home display.

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [HOME EDIT] key.

The Home Edit display appears.

3 Press the [NEW] key.

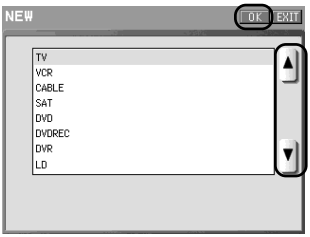
Tip
A new created Component key is assigned on the last page of the Home display. If there is no space to assign a new key on the last page, a new page will be added, and a new key will be assigned to that page. You can create up to 63 pages for the Home display. If you try to create a page over 63 pages, a message will appear. In this case, press the [OK] key.

4 Select a component category.

Select a component category to be programmed to the new Component key. For example, select “TV.”

1 **Press the [▲] or [▼] key to select the component category to be set for the new Component key from the AV component list in the display.**

2 **Press the [OK] key.**



To create a Component key without programming a preset code of a component

Select “NONE” from the AV component list in the display and then go to step 6.

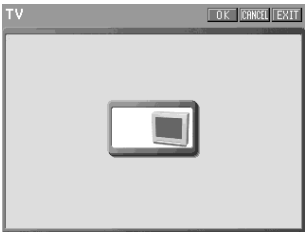
5 Select a method to program a preset code (PRESET) for the Component key, and then program a preset code.

For details on programming of a preset code, see “Programming the preset codes of components (PRESET)” (page 42).

6 Set the skin for the Component key.

Select the normal skin, and press the [OK] key. Then select the pressed skin, and press the [OK] key.

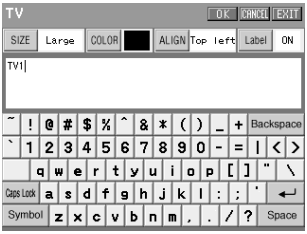
For details on setting the skin, see step 5 in “Setting the skin (key appearance and color) and the label (name) of the Component key (SKIN / LABEL)” (pages 74 - 76).



7 Set the label for the Component key.

When the label setting is complete, press the [OK] key.

For details on setting the label, see step 6 in “Setting the skin (key appearance and color) and the label (name) of the Component key (SKIN / LABEL)” (pages 74 - 76).

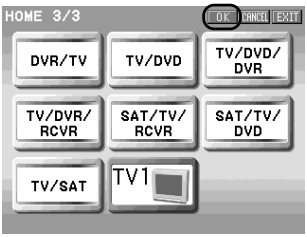


Note

You cannot set the same label name as an existing Component key, regardless of whether characters are upper or lowercase. If you try to set the same label name, a message appears.

8 After confirming that the newly created Component key is displayed, press the [OK] key.

Creation of the Component key is complete and the display returns to step 4. If you press the [CANCEL] key, the display returns to step 7.



Continued

9 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Creating an Alias Component key (ALIAS)

An Alias Component key is a Component key that operates by referring to the setting contents of another component.
For example, if you create an Alias key that refers to the TV Component key, you can create a Component key having the same setting contents as the existing TV Component key. If you customize the Component keys by creating an Alias key named “TV Kids” only for children or “TV MOTHER” only for a mother, you can create original keys for individual family members.

Tips

- A created Alias Component key is assigned on the last page of the Home display.
- Using this Alias Component function, you can assign the function keys of various AV components (alias keys) to one Component display. The Component key that has this kind of function is called a Multi Component key.
  For details on creating a Multi Component key, see “Assigning function keys of multiple AV components to a Component display” (page 109).

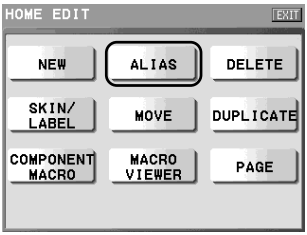
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

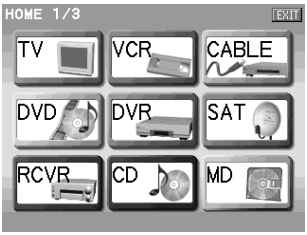
2 Press the [HOME EDIT] key.

The Home Edit display appears.

3 Press the [ALIAS] key.

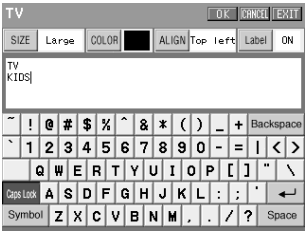


4 Press the Component key to which the Alias Component key refers.



Continued

5 Set the label of the Alias Component key to be created.



For details on setting the label, see “Inputting letters (label setting)” (pages 40 - 41).

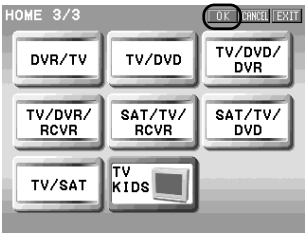
Note

You cannot set the same label name as the reference Component key or another existing Component key, regardless of whether characters are upper or lowercase. If you try to set the same label name, a message appears.

6 When the label setting is complete, press the [OK] key.

A created Alias Component key is displayed.

7 After confirming that the created Alias Component key is displayed, press the [OK] key.



Creation of the Alias Component key is complete and the display returns to step 4.

Note

The following keys will not be created as Alias keys when an Alias component is created.

- List key
- Zapping Viewer key

Tips

- The skin of the reference key is applied to the Alias Component key.
- A created Alias Component key is assigned on the last page of the Home display. If there is no space to assign a new key on the last page, a new page will be added, and a new key will be assigned to that page. You can create up to 63 pages for Home display. If you try to create a page over 63 pages, a message will appear. In this case, press the [OK] key.

8 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Adding/deleting a page of the Home display (PAGE)

You can add or delete a page of the Home display.
You can add a page of the Home display, if there is no space to assign a key when you want to create a Component key, or if you want to group Component keys by page as you prefer.
You can delete an unnecessary page created by deletion of Component keys.

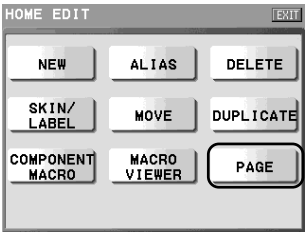
Note
You can delete only an empty page having no key. You cannot delete a page where Component keys are assigned.

Adding a page to the Home display (ADD)

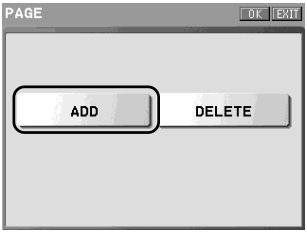
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [HOME EDIT] key.**
The Home Edit display appears.

3 **Press the [PAGE] key.**



4 **Press the [ADD] key.**

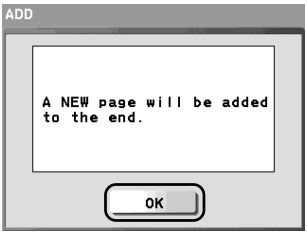


Tip
You can create up to 63 pages in the Home display. If you try to create a page over 63 pages, a message will appear. After confirming a message, press the [OK] key. The display returns to the previous one.

Continued

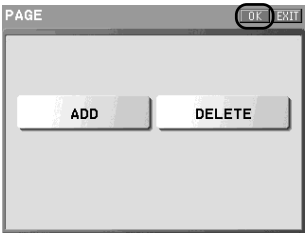
5 **Confirm that a page will be added, and press the [OK] key.**

A new page is not added yet here, and the display returns to step 4.



6 **Press the [OK] key.**

A new page is added to the last of the Home display, and the display returns to step 3.



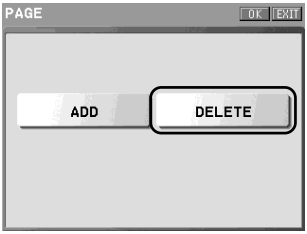
7 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Deleting a page of the Home display (DELETE)

1 **Perform steps 1 to 3 in "Adding a page to the Home display (ADD)" (page 85).**

2 **Press the [DELETE] key.**



3 Press the NEXT button to select the page you want to delete, and then press the [OK] key.

Press the NEXT button to display the next page, or press the BACK button to display the previous one. All Component keys appear pressed. Even if you press a Component key, it does not function.

Tip

If you press the [CANCEL] key, the display return to step 2 without deleting a page.

Note

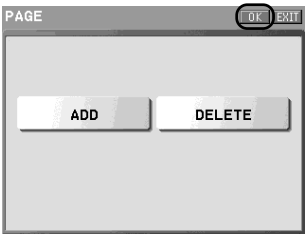
You can delete only an empty page having no key. If you press the [OK] key on a page having a key, a message appears. If you press the [OK] key after confirming a message, the display returns to the previous one.

4 Confirm that a page will be deleted, and press the [OK] key.

A page is not deleted yet here, and the display returns to step 2.

5 Press the [OK] key.

Deletion of the page is complete and the display returns to the Home Edit display (step 3 on page 85).

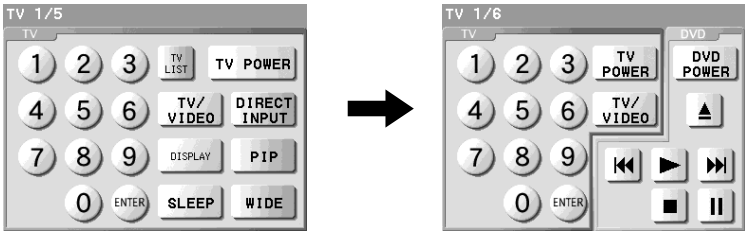


6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

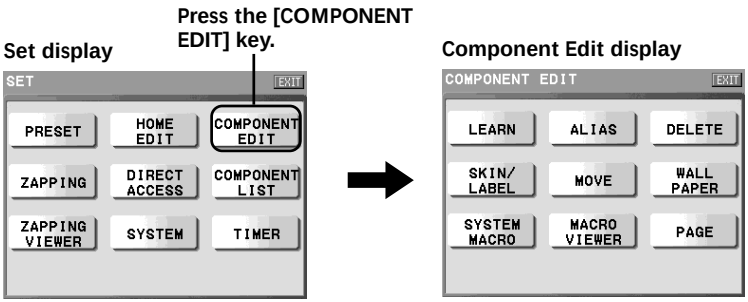
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Customizing the Component display (COMPONENT EDIT)

You can change the assignment of function keys in a Component display, and the labels of function keys. Also, you can add a new page to the Component display if necessary. Customize the Component display as you prefer.



Start editing of function keys or the Component display screen from the Component Edit display.



Editing functions for function keys

[MOVE]: Changes the assignment of function keys.

[DELETE]: Deletes a function key. Also, the setting programmed for function buttons can be erased.

[SKIN/LABEL]: Sets the label and the skin (key appearance and color) shown on a function key.

[ALIAS]: Creates an Alias function key that refers to the setting of other function keys.

[WALLPAPER]: Sets a wallpaper for the Component display screen selecting from the provided wallpapers.

Editing function for the Component display

[PAGE]: Adds a page to or deletes a page from the Component display.

The Component display can also be customized easily with a computer by using the supplied application “NAVITUS Design.” You can enjoy customizing the Component display screen by importing pictures from the computer and set them to the keys or wallpaper, for example.

Changing the assignment of a function key (MOVE)

The assignment of function keys can be changed. You can assign a function key you often use to the first page, or assign keys used together to nearby keys.

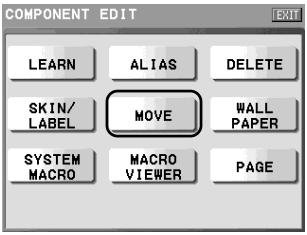
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [COMPONENT EDIT] key.

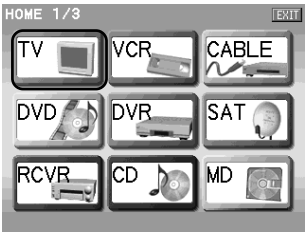
The Component Edit display appears.

3 Press the [MOVE] key.



4 Press the Component key that includes the key function you want to move.

For example, press the [TV] key.



To change a page of the display

Press the NEXT button on the Remote Commander to display the next page, or press the BACK button to display the previous one.

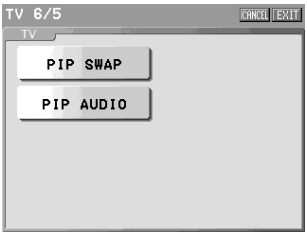
Continued

5 Press the key you want to move.

For example, press the [DISPLAY] key.
The selected key appears pressed.

To move the key in the Trash can page

Press the NEXT/BACK button on the Remote Commander to display the Trash can page. The Trash can page is assigned on the last page of the Component display. When the Trash can page is displayed, press the function key you want to move.



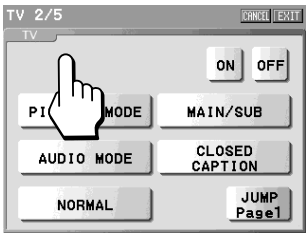
Tip

If the Component display consists of 5 pages, for example, the number indication of pages are shown as “1/5”, 2/5”, ... “5/5”, and the number indication of the Trash can page starts from “6/5.” (“5” that indicates the total pages of the Component display does not change even in the Trash can page.)

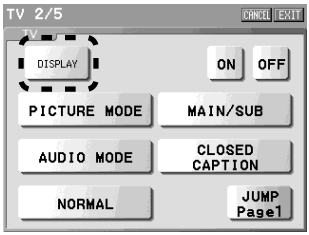
6 Press the position you want to move the function key to.

If the position you pressed has enough empty space to assign the function key you want to move, the key moves there. To move other function keys successively, repeat steps 5 and 6.
For example, select the space on the upper left in the page 2/5 of TV as the destination.

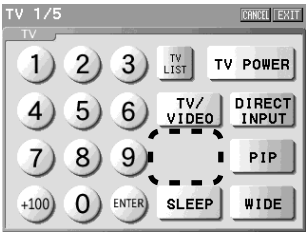
The destination page
Before moving



The destination page
After moving



The page from where the key moved
After moving



Tips

- To move a function key to another page of the same Component display, press the NEXT/BACK button on the Remote Commander to change the page, and then press the destination space.
- If you press the [CANCEL] key without pressing the destination space, the display returns to step 5.
- When moving a key, if there is enough space in the destination place, tap the center of the location where the key is to be moved to, and you can assign the key in the proper location.

Notes

- Function keys cannot be moved to the Trash can page.
- A beep sounds twice when there is not enough space for the function key to be assigned at the selected position. Press another space.

7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Deleting a function key (DELETE)

You can delete a function key shown in the Component display. If there are any unnecessary function keys after setting or customizing, you can delete them. The deleted key is once stored in the Trash can page. To delete the function key completely, delete the key in the Trash can page.
You can also erase the data programmed for a function button, or mass deletion of the learned data programmed for all function keys for a component is also possible.

Notes

- Note that, if you delete the reference key for an Alias, you cannot use the function of the key you created so that it refers to the reference key.
- If you perform steps 1 to 6 below for a Zapping Viewer key, the key will not stored in the Trash can page but will be deleted completely.
- If you perform steps 1 - 6 below for the function key for which the learned data is programmed (blinking key), only the learned data is erased and the key remains in the original position. To delete the function key, perform steps 1 - 6 again.

To delete a function key

Perform the procedure from step 1 on this page.

To erase the data programmed for a function button (learned signal, macro, Zapping group)

See “Erasing the data programmed for a function button” (page 94).

To perform mass deletion of the learned data for a component

See “To erase all learned data set to the keys / buttons in a component” (page 96).

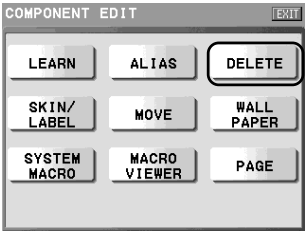
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [COMPONENT EDIT] key.

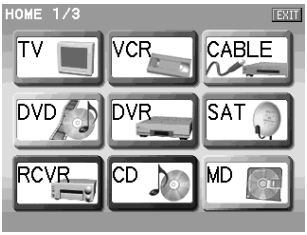
The Component Edit display appears.

3 Press the [DELETE] key.



4 Press the Component key that includes the function key you want to delete.

Keys that can be deleted appear released (normal appearance). Keys having learned data blink indicating that the learning signal can be deleted.
You can change a page of the display with the NEXT/BACK button on the Remote Commander.



5 Press the function key you want to delete.

The selected function key disappears from the display, and the key is stored in the Trash can page. The setting contents are erased from the deleted function key.

If you select a function key for which the learned signal is programmed

Function keys for which the learned signal is programmed blink. If you select a function key for which the learned signal is programmed, only the learned data is erased and the key is not deleted. To delete the function key, perform the procedure from step 4 again.

Tip

A deleted function key can be used as a function key again by moving it to the Component display. However, the data you have programmed before deleting the key cannot be restored.

6 Press the [OK] key.

The selected function key is deleted, and the display returns to step 4.

To delete completely the key stored in the Trash can page

Display the Trash can page in step 4 and press the function key you want to delete.

Continued

7 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Erasing the data programmed for a function button

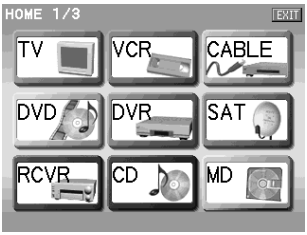
The data programmed for a function button (learned signal, macro, Zapping group) can be erased, and the function button will return to its default setting.

Note

You cannot erase the data of function buttons that have no programmed actions (Empty buttons), that have preset actions (Preset buttons) or that refer to other keys (Alias buttons) .

1 **Perform steps 1 to 3 in "Deleting a function key (DELETE)" (page 92).**

2 **Press the Component key that includes the function button whose data you want to erase.**

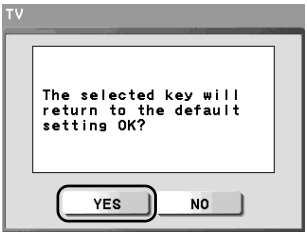


3 **Press the function button whose data you want to erase.**

The confirmation display appears.

4 **Press the [YES] key.**

The programmed data will be erased, and the function button will return to its default setting. The display returns to step 3.
If you press the [NO] key, the display returns to step 3 without deleting the programmed data.



5 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

To erase all learned data set to the keys/buttons in a component

You can erase all learned data by specifying the component on the Remote Commander. This operation erases all learned data you programmed to the function keys / buttons for a specific component.

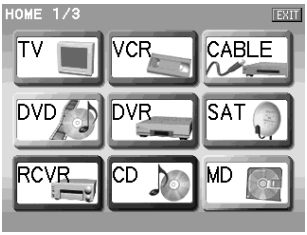
Note

Keys that refer to another key will not function properly if the reference key (for Alias or macro) is deleted.

1 **Perform steps 1 to 3 in "Deleting a function key (DELETE)" (page 92).**

2 **Press the Component key for 2 seconds or longer.**

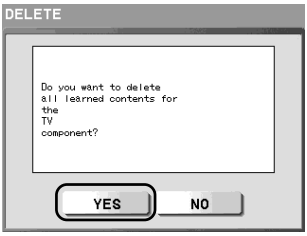
Press the Component key whose learned data you want to erase for 2 seconds or the confirmation display of erasing the remote control signal appears.



3 **Press the [YES] key.**

The deletion of learned data begins. While deleting learned data, a message appears. When the deletion is complete, the display returns to step 2.

If you press the [NO] key, the display returns to step 2 without deleting.



4 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Setting the skin (key appearance and color) and the label (name) of a function key (SKIN/LABEL)

You can set the skin (key appearance and color) and the label displayed on a function key.
For the skin setting, select from the provided skins for a function key.
For the label setting, you can set the letter size and color in addition to the label name shown on a function key.

With the supplied application “NAVITUS Design”, you can import image files to design your own skin on your computer. For details on importing of image files for the skin, refer to “Importing an image file for the skin” in the manual (Help) of “NAVITUS Design.”

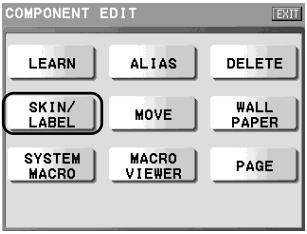
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

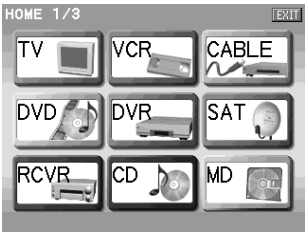
2 Press the [COMPONENT EDIT] key.

The Component Edit display appears.

3 Press the [SKIN/LABEL] key.



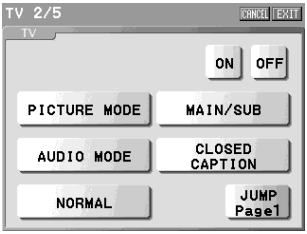
4 Press a Component key that includes the key whose skin (key appearance and color) and label you want to set.



Continued

5 Press a function key whose skin and label you want to set.

The display for the skin setting appears.



Tips

- You can change a page of the display with the NEXT/BACK button on the Remote Commander.
- Function keys to which you cannot set the skin appear pressed and cannot be selected. If you press one of these keys, a beep sounds twice.

6 Select a skin for the function key from the provided skins.

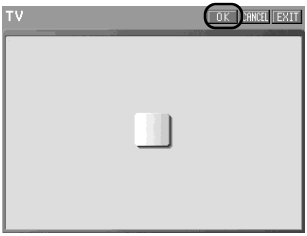
Set two kinds of skin: a skin that appears released (normal skin) and then a skin that appears pressed (pressed skin).

1 Select a normal skin to be set.
Only one skin appears in the center of the display. To display the next skin, press the NEXT button on the Remote Commander. To display the previous skin, press the BACK button.

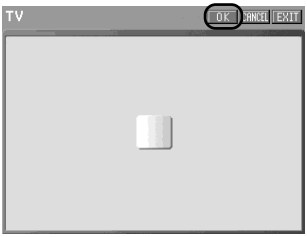
2 Press the [OK] key.

3 Select a pressed skin to be set.
Only one skin appears in the center of the display. To display the next skin, press the NEXT button on the Remote Commander. To display the previous skin, press the BACK button.

4 Press the [OK] key.



Normal skin



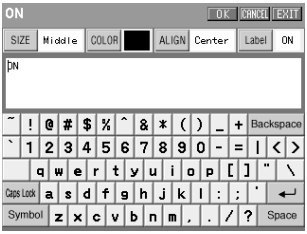
Pressed skin

Notes

- A skin is displayed from the provided skins only of the size that can be assigned in the space selected in step 5.
- You cannot select a pressed skin of a different size from that of a normal skin.

7 Set the label to be displayed on the function key.

Input letters to the label in the label setting display by pressing the keyboard using the supplied Stylus.
For inputting letters to the label, see "Inputting letters (label setting)" (pages 40 - 41).
Specified settings to the label of the function key besides the information described on pages 40 - 41 are as follows.



Letter input: Up to 32 letters can be input.
Starting a new line: Available. Starting a new line is counted as a letter.
Pictographs: Can be input. A pictograph is counted as 4 letters.

8 When the label setting is complete, press the [OK] key.

The skin and label of the function key are set and the display returns to step 5.

9 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Notes on the Zapping Viewer key and List key

- The label and the skin (key appearance and color) cannot be set to the Zapping Viewer key in the procedure above. The label of the Zapping Viewer key is set in the Zapping Group attached to the Home display. For further details, see "Step 1: Creating a Zapping group" (page 176).
- The List key cannot be edited in the steps above. For details on the List key, see "Programming a series of actions (macro) for a Component List" (page 146).

About the skins imported with "NAVITUS Design"

For skins (imported) other than those set at the factory, only skins imported for a project can be read to the Remote Commander and selected . You cannot read a skin imported as the common skin for all projects.
When importing a skin image, you can select whether to import the skin for a specified project, or import it as the common skin for all projects in the dialog box of "Options" on "NAVITUS Design."
For details, see "Changing the NAVITUS Design settings" of the "NAVITUS Design" Help.

Setting a function key of another component to a Component display (ALIAS)

You can create an Alias key in the Component display.
The Alias key in created so that it refers to the setting contents of another function key and works in the same way as the reference key. For example, if you set a function key for TV as an Alias key in a DVD Component display, you can perform remote control operation to see a DVD image on a TV just by displaying a DVD operating display (Component display).

"Setting Alias" means "setting a function of a reference key to an Alias key." Alias can be set to function buttons on the Remote Commander in the same way. We call the function button to which Alias is set the "Alias button."

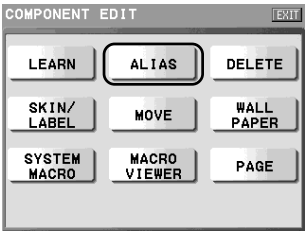
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [COMPONENT EDIT] key.

The Component Edit display appears.

3 Press the [ALIAS] key.

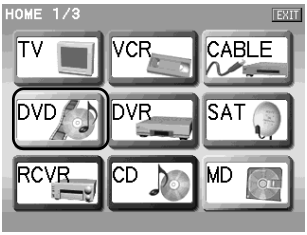


4 Press the Component key that will include an Alias key/button you want to create.

For example, press the [DVD] key.

Tip

You can change a page of the display with the NEXT/BACK button on the Remote Commander.



5 Press the [NEW] key.

To set Alias to an existing key

Select a function key or a function button on the Remote Commander you want to set Alias to, and then go to step 7.

Notes

- Function keys to which you cannot set Alias appear pressed and cannot be selected. If you press one of these keys, a beep sounds twice.
- If you press the function button to which you cannot set Alias, a message appears. If you press the [OK] key, the display returns to the previous one.

6 Set the skin (key appearance and color) of the label of the Alias key to be created.

First select the normal skin, and press the [OK] key. Then select the pressed skin, and press the [OK] key.
When the skin setting is complete, the display for the label setting is displayed.
After setting the label, press the [OK] key.

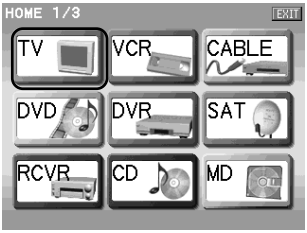
For details, see steps 6 and 7 in “Setting the skin (key appearance and color) and the label (name) of a function key (SKIN / LABEL)” (pages 97 - 99).

7 Select a function key for reference.

For example, set the [TV POWER] key of the TV Component display to the Alias key.

1 Press the Component key that includes the key you want to refer to.

For example, press the [TV] key.



Continued

2 Press the function key you want to refer to.
For example, press the [TV POWER] key.

3 The function key for reference is set to the Alias key, and the display returns to step 5 for other Alias key settings.
When you create an Alias key, a new Alias key is added to the last page of the Component display.

If "The selected key will cause a circulated reference. The key cannot be programmed." is displayed

The action programmed for the selected reference key / button will cause a circulated reference. The key / button cannot be programmed for the Alias key.
For details on the circulated reference, see "About the circulated reference" below.

Notes

- Keys that you cannot select as the reference key for an Alias appear pressed and cannot be selected. If you press one of these keys, a beep sounds twice.
- If you press the function button to which you cannot set Alias, a beep sounds twice.

8 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

About the circulated reference

The circulated reference is caused when keys refer to each other by the Alias setting and the operation procedure becomes looped and endless. For example, if you set a macro procedure of Key A to Key B and a macro procedure of Key B to Key A, the two keys refer to each other and the operation will be looped and endless.
On this Remote Commander, when you select keys that refer to each other, a message appears to prevent the circulated reference.

Setting a wallpaper (WALLPAPER)

The wallpaper (background) for the Component display screen can be set by selecting from the provided Wallpapers.

With the supplied application “NAVITUS Design”, you can import your original wallpaper and set it on “NAVITUS Design.” If you set the wallpaper imported on the computer to the Component display of “NAVITUS Design” on the computer, you can read the wallpaper to the Remote Commander and select it as the wallpaper of the Component display. For details on importing of image files for the wallpaper, refer to “Importing an image file for the wallpaper” in the manual (Help) of “NAVITUS Design.”

Note

The letter color of the Item confirmation area in the display of the Remote Commander is fixed to white. Note that you cannot see the letters on the Item confirmation area if you read the wallpaper whose Item confirmation area is white when reading the wallpaper from “NAVITUS Design” to the Remote Commander.

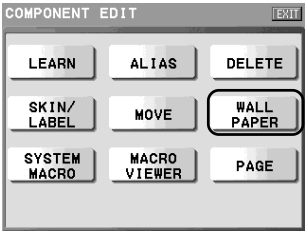
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

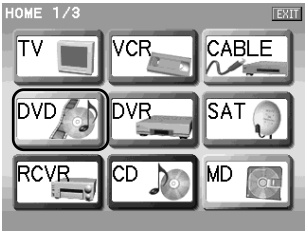
2 Press the [COMPONENT EDIT] key.

The Component Edit display appears.

3 Press the [WALLPAPER] key.



4 Press the Component key you want to set a wallpaper to.



Continued

5 Press the NEXT/BACK button on the Remote Commander to select a wallpaper.

6 Press the [OK] key.

The preview of the Component display with the selected wallpaper appears.

7 Press the [OK] key.

The selected wallpaper is set to the Component display, and the display returns to step 4.
If you press the [CANCEL] key, the display returns to step 5.

8 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

About the wallpapers imported with “NAVITUS Design”

For wallpapers (imported) other than those set at the factory, only wallpapers imported for a project can be read to the Remote Commander and selected . You cannot read a wallpaper imported as the common wallpaper for all projects. When importing a wallpaper image, you can select whether to import the wallpaper for a specified project, or import it as the common wallpaper for all projects in the dialog box of “Options” on “NAVITUS Design.”
For details, see “Changing the NAVITUS Design settings” of the “NAVITUS Design” Help.

Adding/deleting a page of the Component display (PAGE)

You can add or delete a page of the Component display.
If you want to group keys that are usually used together, create a page, then assign those keys on the new page for easy use.
You can delete an unnecessary page created by deletion of function keys.

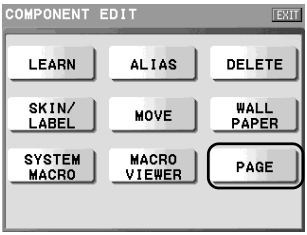
Note
You can only delete an empty page having no key. You cannot delete a page where function keys are assigned.

Adding a page to the Component display (ADD)

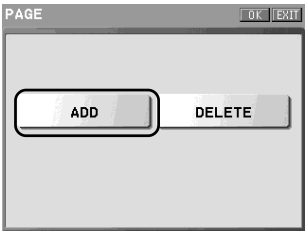
1 Press the [SET] key for 2 seconds or longer in the Home display.
The Set display appears.

2 Press the [COMPONENT EDIT] key.
The Component Edit display appears.

3 Press the [PAGE] key.

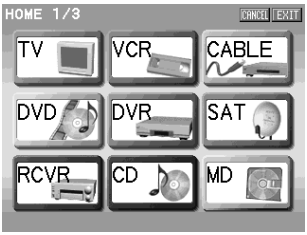


4 Press the [ADD] key.



5 Press the Component key you want to add a page to.

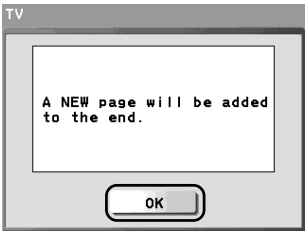
Tip
You can create up to 63 pages in a Component display. If you try to create a page over 63 pages, a message will appear. After confirming a message, press the [OK] key.



Continued

6 **Confirm that a page will be added, and press the [OK] key.**

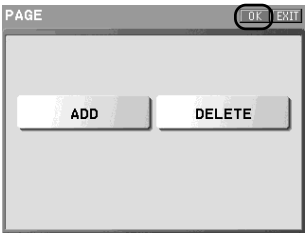
A new page is not added here yet.



7 **Press the [OK] key.**

A new page is added to the end of the Component display, and the display returns to step 3.

If you press the [EXIT] key, the display returns to step 3 without adding a page.



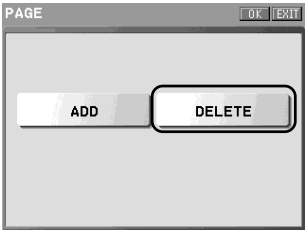
8 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

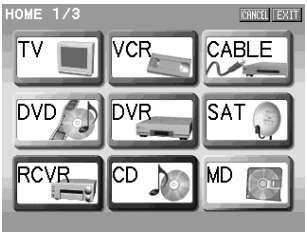
Deleting a page of the Component display (DELETE)

1 **Perform steps 1 to 3 in "Adding a page to the Component display (ADD)" (page 105).**

2 **Press the [DELETE] key.**



3 **Press the Component key that includes the page you want to delete.**



4 **Press the NEXT button to select the page you want to delete, and then press the [OK] key.**

Press the NEXT button to display the next page, or press the BACK button to display the previous one.

Tip

If you press the [CANCEL] key, the display returns to step 3 without deleting a page.

Note

You can delete only an empty page having no key. If you try to delete a page having keys, a message appears. If you press the [OK] key after confirming a message, the display returns to the previous one.

Continued

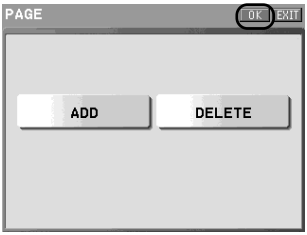
5 Confirm that a page will be deleted, and press the [OK] key.

A page is not deleted here yet.

6 Press the [OK] key.

Deletion of the page is complete and the display returns to the Component Edit display (step 3 on page 105).

If you press the [EXIT] key, the display returns to the Component Edit display (step 3 on page 105) without deleting a page.



7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Assigning function keys of multiple AV components to a Component display

The Multi component key is a Component key with which you can remotely control multiple AV components with function keys of multiple AV components assigned to one Component display. If you create a Multi component key when a DVD player is connected to a receiver and a DSP (digital surround processor), for example, you can remotely control these components in one display without switching between each component.

The Multi component key can also be created easily with a computer using the supplied application. For details, refer to the manual (Help) of "NAVITUS Design."

In this section, how to create a Multi Component "THEATER" key, for example, containing function keys for a DVD player, a receiver and a DSP (digital surround processor) together assigned on the Component display is explained.

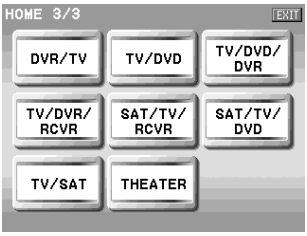
How to program a Multi Component "THEATER" key

1 Create an Alias Component key.
2 Change the wallpaper.
3 Move or delete the function keys.
4 Create Alias function keys and assign them to the component display.

1 Create an Alias component key.

In this case, create an Alias component key with the label "THEATER."

For details on creating an Alias key, see "Creating an Alias Component key (ALIAS)" (page 83).



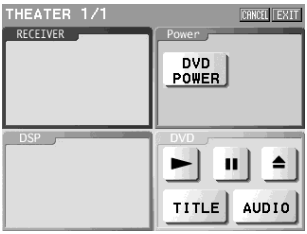
2 Change the wallpaper (background) of the Component display screen assigned to the created Alias Component key.

In this case, set a wallpaper divided into spaces for a DVD, a RECEIVER, a DSP and a POWER.

For details on setting the wallpaper, see "Setting a wallpaper (WALLPAPER)" (page 103).

Continued

3 Delete or move function keys in the Component display assigned to the created Alias component.

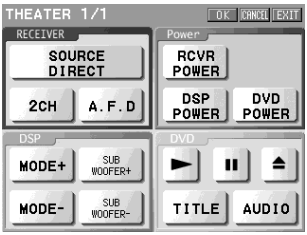


Assign the function keys according to the frame space of the wallpaper changed in step 2. Customize function keys to your preference by deleting function keys or adding a page, if necessary.

In this case, delete keys other than [DVD POWER], [►], [❚❚], [⏏], [TITLE], [AUDIO] in the "THEATER" component display, and move the [DVD POWER] key.

For details on deleting function keys, see "Deleting a function key (DELETE)" (page 92), on moving function keys, see "Changing the assignment of a function key (MOVE)" (page 89), and on adding a page to the Component display, see "Adding / deleting a page of the Component display (PAGE)" (page 105).

4 Create Alias function keys that refer to function keys of another component you want to assign to the Component display.



In this case, assign Alias function keys for [RCVR] (Receiver), [DSP] (digital surround processor) and [DVD] in the frames for respective components of the "Theatre" component display.

For details on creating an Alias function key, see "Setting a function key of another component to a Component display (ALIAS)" (page 100).

Customizing functions

Customizing functions to create your favorite Multi Component key and reference pages are as follows.

[ALIAS]: To create Alias function keys and assign them to a Component display (page 100)

[SKIN/LABEL]: To set the skin and the label of a function key (page 97)

[WALLPAPER]: To set a wallpaper to the Component display (page 103)

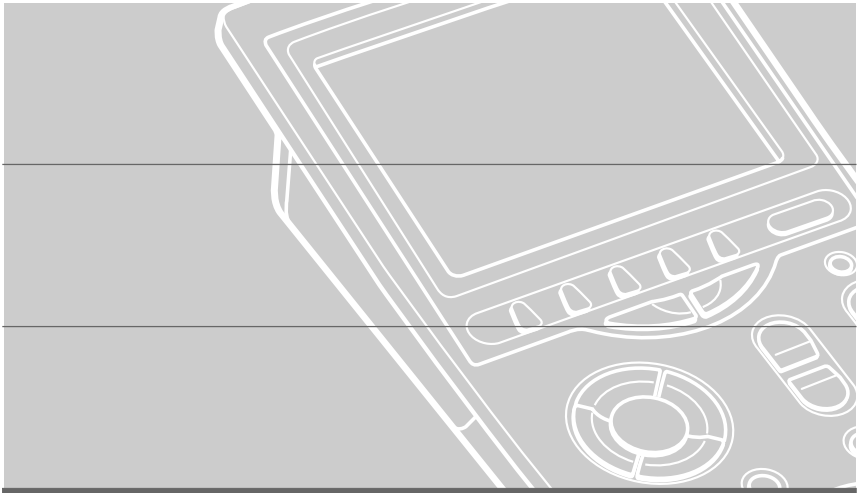
[MOVE]: To change the assignment of a function key (page 89)

[DELETE]: To delete a function key or delete the contents set to a function button on the Remote Commander (page 92)

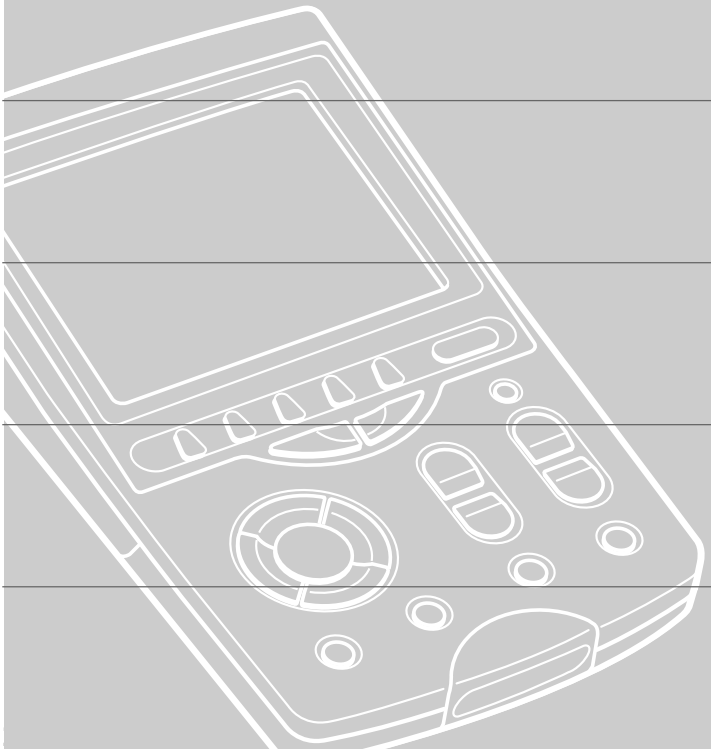
[PAGE]: To add / delete a page of the Component display (page 105)

About the Multi Component keys created in the default settings at the factory

In the Remote Commander, nine Multi Component keys, such as the [TV / VCR] key, the [TV / DVD] key, etc., have already been created on pages 2 / 3 and 3 / 3 of the Home display. Because all the Multi Component keys are created so that they refer to other keys by the Alias setting, the already set contents will be overwritten if you perform some new settings for these keys by the customizing function, etc. Therefore, if you delete the setting contents of a Multi Component key after performing new settings, the key will become an Empty key and the contents set at the factory cannot be returned to the original status. If you want to return the setting contents to the original status, perform the setting again.



Convenient operations by programming a series of actions (macro) for a key/button



Outline of a series of actions (macro)

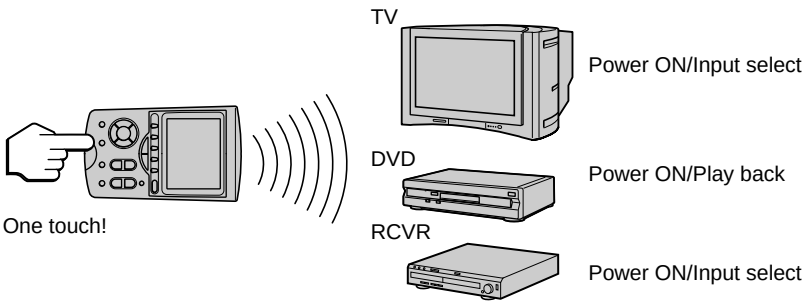
In this section, the concept of a macro, types of macros and the setting up procedure of a macro are explained.

What is a macro ?

If you program a series of actions as one operation, you can transmit several remote control signals in proper order by simply pressing a key / button. This series of actions is an action program (macro), and "programming a macro" means "programming an action program for a key / button." For example, if you program the following actions, which are required for playing a DVD, as a macro, you can watch a DVD by simply pressing a key / button.

Remote control operations to see a DVD image

1 Turn on the amplifier.
2 Turn on the TV.
3 Turn on the DVD.
4 Set the input selector of the amplifier to DVD.
5 Set the input selector of the TV to DVD.
6 Start DVD playback.



Continued

Types of macros and setting flow

There are the three following types of macros.

SYSTEM MACRO: A macro programmed for a function key / button. A series of actions you programmed works when the programmed key / button is pressed.

COMPONENT MACRO: A macro programmed for a Component key. A series of actions you programmed works when the programmed key / button is pressed for 2 seconds or longer.

TIMER MACRO: A macro programmed for a Timer program key that is created for the timer operation. A series of actions you programmed works when the set time comes if the timer is set.

Setting flow of System macro and Component macro

Step 1: Selecting a key / button you want to program a macro for (page 115)

1 When programming a macro for a newly created function key (page 115)

2 When programming a macro for an existing function key / button (page 117)

3 When programming a macro for a Component key or a Direct Access button (page 119)

Step 2: Setting a macro (page 120)

Setting flow of Timer macro

Step 1: Creating a Timer program key (page 129)
Step 2: Setting the time (page 132)
Step 3: Programming a macro (page 135)

Programming a series of actions (macro) for a key/button

Step 1: Selecting a key/button you want to program a macro for

In “Step 1”, before programming a macro procedure, how to select a key / button you want to program a macro procedure for is explained. You can create a new key or select a key / button from existing keys / buttons as the key / button a macro is to be programmed for. Select a type of selecting a key / button you want to program a macro for among the following methods.

If you want to create a new key a macro is to be programmed for:

1 When programming a macro for a newly created function key (page 115)

If you want to program a macro for an existing key/button:

2 When programming a macro for an existing function key / button (page 117)

If you want to program a macro for a Component key or a Direct Access button:

3 When programming a macro for a Component key or a Direct Access button (page 119)

1 When programming a macro for a newly created function key

Create a function key you want to program a macro for.

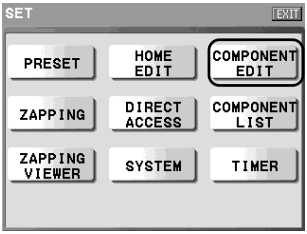
For example, create a function key a macro is to be programmed for in the DVD component.

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

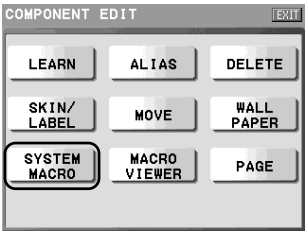
2 Press the [COMPONENT EDIT] key.

The Component edit display appears.



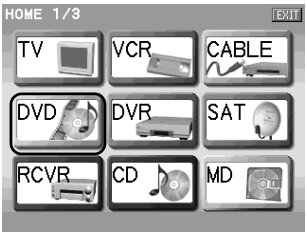
Continued

3 Press the [SYSTEM MACRO] key.



4 Press a Component key that will include the function key to be created.

For example, press the [DVD] key.



5 Press the [NEW] key.

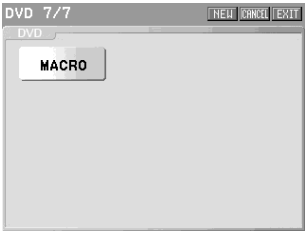
Tip

You can change a page of the display with the NEXT / BACK button.

6 Set the skin and the label for a new key.

First select the normal skin, and press the [OK] key. Then select the pressed skin, and press the [OK] key.
When the skin setting is complete, the display for the label setting is displayed. After setting the label, press the [OK] key.

For details, see steps 6 and 7 in “Setting the skin (key appearance and color) and the label (name) of a function key (SKIN / LABEL)” (pages 97 - 99).



Example for the DVD Component display

Note
Make sure to set the label to a new key. The label will not be set when no letters are input even if you press the [OK] key.

➡ **Go on to "Step 2: Setting a macro" (page 120).**

2 When programming a macro for an existing function key/button

Select a function key / button you want to program a macro for.

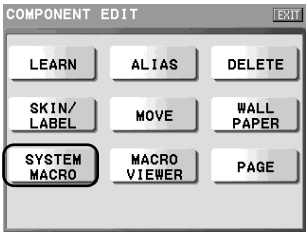
Tip
You can also program a macro for an Empty key / button having no setting.

For example, select a function key/button a macro is to be programmed for in the DVD component.

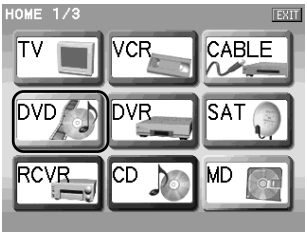
1 Press the [SET] key for 2 seconds or longer in the Home display.
The Set display appears.

2 Press the [COMPONENT EDIT] key.
The Component edit display appears.

3 Press the [SYSTEM MACRO] key.



4 Press a Component key that includes the function key/ button you want to program a macro for.
For example, press the [DVD] key.



Continued

5 Press a function key/button a macro is to be programmed for.

Notes

- Function keys you cannot program a macro for appear pressed, and cannot be selected. If you press one of these keys, a beep sounds twice.
- If you press a function button you cannot program a macro for, a message appears. If you press the [OK] key, the display returns to the previous one.

➡ **Go on to “Step 2: Setting a macro” (page 120).**

3 When programming a macro for a Component key or a Direct Access button

Select a Component key or a Direct Access button a macro is to be programmed for.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

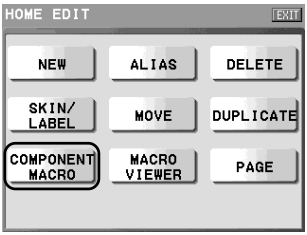
2 **Press the [HOME EDIT] key.**

The Home Edit display appears.

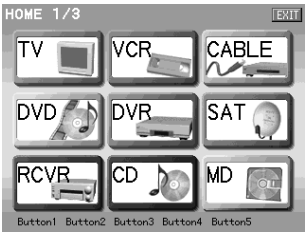
Tip

You can program a macro for a Direct Access button, by pressing the [DIRECT ACCESS] key in this step. For details, see “Programming an action to skip to the desired page for a Direct Access button” (page 55).

3 **Press the [COMPONENT MACRO] key.**



4 **Press a Component key or a Direct Access button you want to program a macro for.**



➡ **Go on to “Step 2: Setting a macro” (page 120).**

If the Component key/Direct Access button selected in step 4 has already been programmed with a macro

The overwrite confirmation display appears.
Press the [YES] key to overwrite the existing macro with a new one.
Press the [NO] key to cancel the setting. The display returns to step 4.

Step 2: Setting a macro

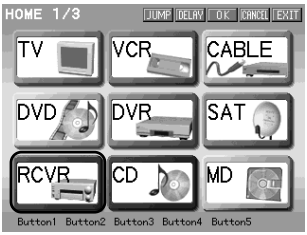
The procedure to set a macro to a key / button selected in “Step 1” is explained here.
In this step, program the following operations as the macro procedure for the newly created key in the DVD component in “Step 1.”

Remote control operations to see a DVD image

1 Turn on the amplifier.
2 Turn on the TV.
3 Turn on the DVD.
4 Set the input selector of the amplifier to DVD.
5 Set the input selector of the TV to DVD.
6 Start DVD playback.

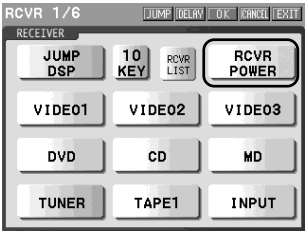
1 Press a Component key that includes a function key/ button whose action you want to program as a step of the macro.

In this example, press the [RCVR] key.



2 Press a key/button whose action you want to set as a step of the macro.

For example, press the [RCVR POWER] key.



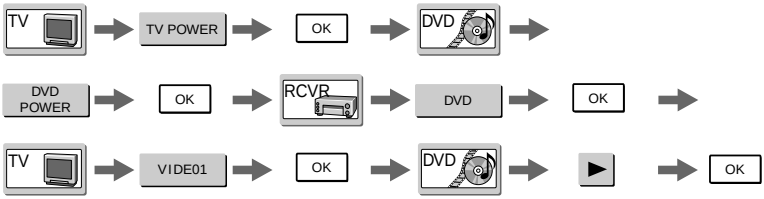
If you press a key/button programmed with a macro

A macro programmed for a key / button you pressed is set as a macro procedure.

3 Press the [OK] key to program the key/button of the selected component.

Operation for turning on the amplifier is temporarily stored.
Repeat steps 1 - 3 until you finish programming the macro procedure.

For example, press the following keys to set remote control operations to watch a DVD.



Tip

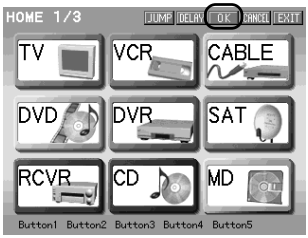
Make sure to press the [OK] key after pressing a function key / button to be programmed as a macro procedure. An operation step is stored by pressing the [OK] key.
To change a component also, press the [OK] key.

Note

A macro procedure already programmed for a key / button is set as one step.

4 Press the [OK] key.

The macro is programmed here.
The display returns to the Component display where you selected a key / button you wanted to program a macro for.
Programming of the macro is complete.



Tip

If you press the [CANCEL] key here, all procedures above are canceled.

5 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Tips

- If you want to set the macro programmed for a Component key as a step of a macro, press the Component key for 2 seconds or longer in step 1. When programming is complete, a short beep sounds.
- If you want to set the macro programmed for a Direct Access button as a step of a macro, press the Direct Access button in step 1.

Continued

Notes

- You can program up to 128* operation steps for a macro. After programming 128 steps, the programmable macro procedure setting finishes automatically and the 128 steps you have programmed are registered as a macro.

  * The maximum number for operation steps to be programmed changes depending on the memory capacity.
- A macro cannot be programmed for the following buttons
  - COMMANDER OFF button
  - HOME button
  - NEXT/BACK button

About the circulated reference

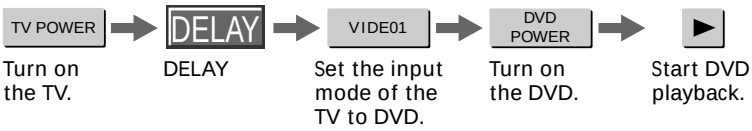
The circulated reference is caused when keys refer to each other by the Alias setting and the operation procedure becomes looped and endless. For example, if you set a macro procedure of Key A to Key B and a macro procedure of Key B to Key A, the two key refer to each other and the operation will be looped and endless.
On this Remote Commander, when you select keys that refer to each other, a message appears to prevent the circulated reference.

About the order of operation steps

Certain components may not accept consecutive remote control signals. For example, a TV generally does not react to the next signal right after the Power-on signal. So, a series of commands such as TV Power-on and input select may not work properly. In this case, insert other signals like the example below.

About the interval between operation steps ([DELAY] key)

If intervals between consecutive remote control signals are short, a component may not function properly. If this happens, create an interval (delay time) between operation steps. You can set a 0.2 second interval (fixed) by pressing the [DELAY] key. If a longer interval is necessary, press the [DELAY] key as many times as required. Each time you press the [DELAY] key, this operation is counted as a step. The interval can be changed using the supplied application on your computer between 0.1 second and 1 second. For details, refer to “Editing the Action list of a function key” (“NAVITUS Design” manual (Help)).



Tip

Make sure to press the [OK] key after pressing a function key / button to be programmed as a macro procedure. An operation step is stored by pressing the [OK] key.
To change a component also, press the [OK] key.

Procedure for jumping to a certain display ([JUMP] key)

If you press the [JUMP] key, that appears in the display for selecting a component or the function key / button you want to program for a macro, you can insert an operation step for jumping to the shown display between steps.

To program to turn on a component when it is selected

If there is a Power-on key / button in a Component display, set the key / button as a step of a macro to the Component key. You can turn on the component by just pressing the Component key for 2 seconds or longer (delay time).

Note

If you set the power-on / off function to a macro, the component may be turned on or off unexpectedly. Confirm the setting contents when you program a macro.

Tip

If you are using a Sony AV component, the power-on and power-off keys are assigned on the second page of the Component display. These keys are programmed with the functions to power on and power off respectively.

The delay time can be changed using the supplied application “NAVITUS Design.” For details, refer to “Adding a Delay action (“Set delay time” dialog box)” in the manual (Help) of “NAVITUS Design.”

To check a macro (series of actions) setting (MACRO VIEWER)

You can check, on the display, the contents of the macro procedure set to a key / button .

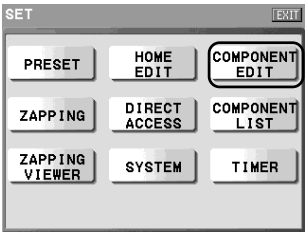
For example, check the macro procedure programmed in “Step 2: Setting a macro” (page 120).

Continued

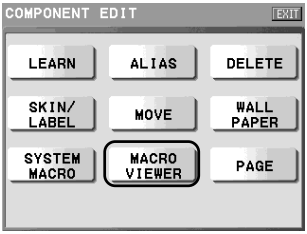
To check the settings of the system macro (function key/button)

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

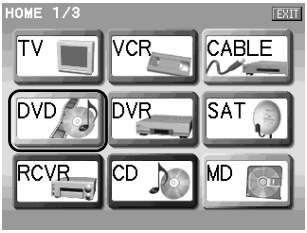
2 **Press the [COMPONENT EDIT] key.**
The Component edit display appears.



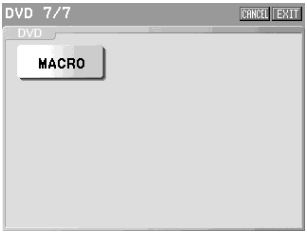
3 **Press the [MACRO VIEWER] key.**



4 **Press the Component key that includes the function key/button you programmed a macro for.**



5 Press the key/button whose macro you want to check.



The macro procedure programmed in “Step 2” is shown in the display in order.
When a function key is programmed as a step, the key appears where the key is assigned in the display. When a function button is programmed, its name appears in the center of the display.
When showing is complete, the display returns to the first page of the selected component.

Notes

- A function key for which no macro is programmed appear pressed and cannot be selected. If you select a function button for which no macro is programmed, a message appear.
- The macro procedures of the [JUMP] key and the [DELAY] key are not displayed.

To manually check the programmed macro procedure in order

Press the [PAUSE] key to suspend consecutive showing. Press the [PAUSE] key again to resume consecutive showing.
While consecutive showing is suspended, press the NEXT button to show the next macro step and press the BACK button to show the previous step.

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

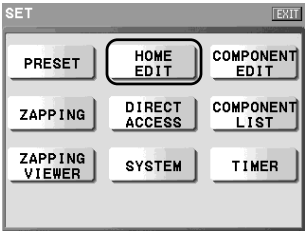
To check the settings of the component macro (Component key and Direct Access button)

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

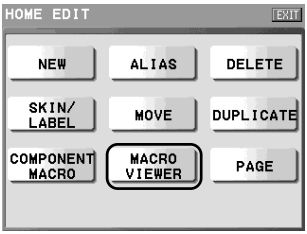
2 Press the [HOME EDIT] key.

The Home Edit display appears.



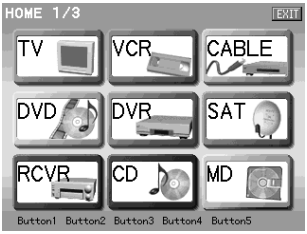
Continued

3 **Press the [MACRO VIEWER] key.**



4 **Press the Component key or a Direct Access button whose macro you want to check.**

The macro procedure is shown in the display in order. When showing is complete, the display returns to step 4.



Notes

- You cannot select a Component key for which no macro is programmed.
- The macro procedures of the [JUMP] key and the [DELAY] key are not displayed.

To manually check the programmed macro procedure in order

Press the [PAUSE] key to suspend consecutive showing. Press the [PAUSE] key again to resume consecutive showing.
While consecutive showing is suspended, press the NEXT button to show the next macro step and press the BACK button to show the previous step.

5 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Macro operation using the Timer function

You can set the Remote Commander to perform a series of actions at a desired time. This is called a Timer macro. Create a Timer program key and program a Timer macro for the key. If a Timer macro is set to be executed, the ◴ indicator appears at the top of the display.

About the edit display for the Timer program key

In this section, we explain about the edit display for the Timer program key. The following items can be set to the Timer program key. The setting can be performed by selecting a setting item tag.

[TIME]: To set the operating time of the timer macro to the Timer program key.
[MACRO]: To set the timer macro to the Timer program key.
[COPY]: To copy the contents of the timer macro from another Timer program key.
[LABEL]: To set the label to the Timer program key.
[DELETE]: To delete the Timer program key.
[TEST]: To check the execution of the timer macro by transmitting the remote control signal of the timer macro set to the Timer program key to a component.

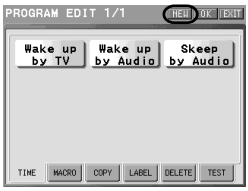
Notes

- Before setting a timer macro, check that the system clock of the Remote Commander is correct. If not, a timer macro will not be performed correctly. For details on setting the system clock, see “Setting the system clock (CLOCK)” (page 220).
- The Timer program function cannot be edited with the supplied application “NAVITUS Design.”
- The timer of the Remote Commander is weekly, so a Timer program you set will work every week as long as it is set to ON. If you want to execute the Timer program only once, set the execution of the Timer program to OFF after the Timer program has executed.

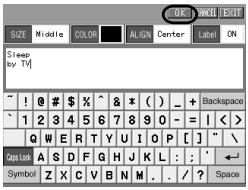
Continued

The Program Edit display is the basic setting display to set the Timer Program key. To program the setting, return to the Program Edit display and press the [OK] key shown in the upper right of the display after setting with each setting item tag.
If you do not press the [OK] key in the Program Edit display after setting with each setting item tag, the setting will not be programmed. Make sure to finish the setting by pressing the [OK] key in the basic Program Edit display.

Example: To create a new Timer Program key



Press the [NEW] key in the Program Edit display.



Set a label in the display for the label setting, and press the [OK] key.

Press the [OK] key in the Program Edit display.

Example: To set the time

Select the [TIME] tag and press the Timer Program key in the Program Edit display.

Set the timer execution time, and press the [OK] key.

Press the [OK] key in the Program Edit display.

In addition to the label setting above, when setting with each setting item tag, press the [OK] key in the Program Edit display at last to decide the setting contents.

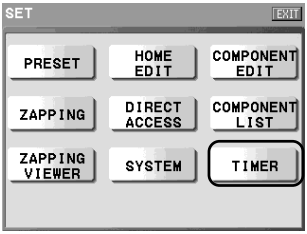
Step 1: Creating a Timer program key

In “Step 1”, creating a Timer program key to be programmed with a Timer macro is explained.

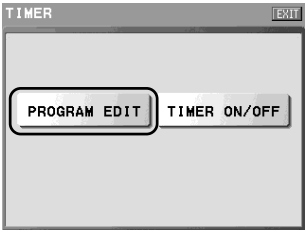
1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

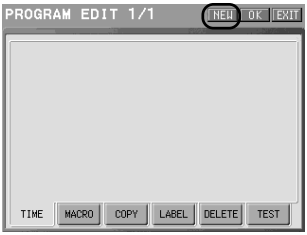
2 **Press the [TIMER] key.**



3 **Press the [PROGRAM EDIT] key.**



4 **Press the [NEW] key.**



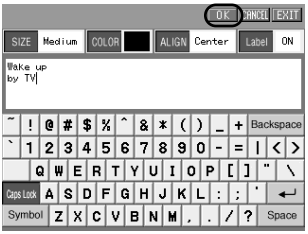
Tips

- Whatever tag is selected, you can set the label if you press the [NEW] key.
- For a Timer program key, you cannot select or change a skin.

Continued

5 Set the label, and then press the [OK] key.

The newly created Timer program key is displayed.



Input letters to the label in the label setting display by pressing the keyboard using the supplied Stylus.
For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).

Specified settings to the label of the Timer program key besides the information described on pages 40 - 41 are as follows.

Letter input:	Up to 32 letters can be input.
Starting a new line:	Available. Starting a new line is counted as a letter.
Pictographs:	Cannot be input.
[SIZE]:	Not selectable. The letter size is fixed to [Medium].
[COLOR]:	Not selectable. The letter color is fixed to black.
[ALIGN]:	Not selectable. The letter location is fixed to [Center].
[Label]:	Not selectable. The letter indication is fixed to ON.

Note

Be sure to input at least one letter for the label of a Timer program key. If no letter is input, the label cannot be set even if you press the [OK] key.

6 Press the [OK] key.

A new program key is set, and the display returns to step 3.

Tip

You can create up to 45 Timer program keys. However, the number of Timer program keys that you can create may be less than 45 depending on the free memory capacity of the Remote Commander.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

To set the label again

To set the label of the Timer program key again, press the [LABEL] tag in step 4, press the Timer program key you want to set the label to, and set letters in the label setting display. Then press the [OK] key.

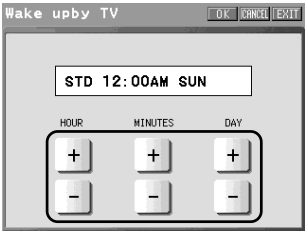
Step 2: Setting the time

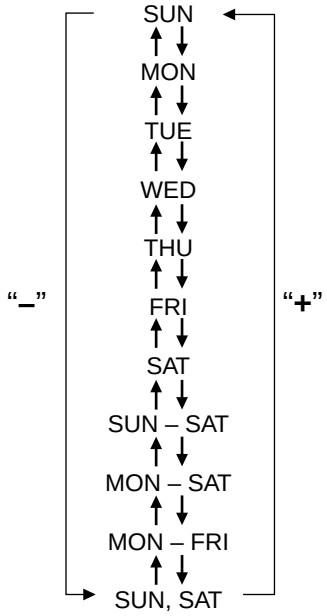
In this Step, setting the day of the week and the time for starting a timer macro is explained.

1 **Press the [TIME] tag.**

2 **Press a Timer program key you want to set the time the timer operation to.**

3 Set the timer execution time.





SUN: Sunday
MON: Monday
TUE: Tuesday
WED: Wednesday
THU: Thursday
FRI: Friday
SAT: Saturday

Set the [HOUR], [MINUTES] and [DAY] by pressing the [+]/[–] key.

Tip

Each time you press the [+]/[–] key, the [HOUR], [MINUTES] or [DAY] is advanced/reversed by one. If you hold the [+]/[–] key pressed, the [HOUR] or [MINUTES] is advanced/reversed by two.

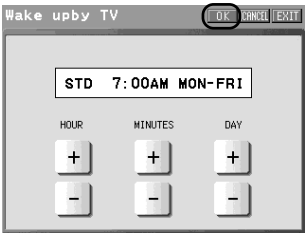
Note

At the time for executing the timer you have set, the first operation step (action) of the macro procedure starts automatically. It may take some time before the last operation step being programmed is executed depending on the contents of the macro procedure. Therefore, set the time regarding the contents of the macro procedure, etc., when setting the timer.

Continued

4 Press the [OK] key.

The setting of the time for timer operation is complete.



5 Press the [OK] key.

The timer execution time is decided, and the display returns to the Timer display (step 3 on page 129).

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

Step 3: Programming a macro

In this Step, how to set a macro is explained.

1 Press the [MACRO] tag.

2 Press a Timer program key you want to program a macro for.

If you select a Timer program key already programmed with a macro

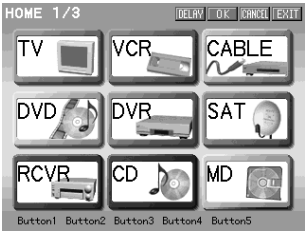
The message for confirmation of deleting a macro appears. Press the [YES] key to overwrite the macro. If you press the [NO] key, the display returns to the previous one without overwriting.

3 Set a macro procedure.

For details on setting a macro, see steps 1 - 4 in “Step 2: Setting a macro” (pages 120 - 121).

Note

For the macro setting to the Timer program key, the procedure of the [JUMP] key cannot be set.



Tip

You can program up to 128 steps (actions) for one Timer program key. However, the number of steps (actions) you can program may be less than 128 depending on the free memory capacity of the Remote Commander.

Continued

4 Press the [OK] key.

The setting of the macro procedure is complete and the display returns to the Timer display (step 3 on page 129).

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

Notes

- A Timer program key can have only one Timer macro. If you want to set a component to turn on at a programmed time, and to set the component to turn off at another time, program two Timer macros separately.
- According to the status of the component operated by the Timer macro, the next program might not work successfully. When setting a Timer macro, check carefully the setting contents of other Timer macros.
- While a Timer program is working, if the set time for another Timer program is reached, the Timer program starts after the current program finishes.

About the execution time of the macro procedure you have set for the timer macro

The execution of the timer macro starts from the first operation step (action) programmed for the macro procedure. Because it may take some time before the last operation step is executed depending on the contents of the macro procedure, the last operation step may start later than the programmed time. Therefore, set the time regarding the contents of the macro procedure, etc., when setting the timer.

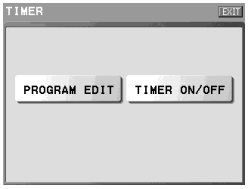
Tip Progressive method for setting the Timer program

You programmed the setting with the respective tag, such as [TIME], [MACRO], etc., in the method for setting explained from page 129. You can also program the settings totally after setting with all tags.

In the Program Edit display, create a new key by pressing the [NEW] key. Or select an existing key.

Set the time and macro, etc. Press the [OK] key in the respective display.

When the display returns to the Program Edit display, press the [OK] key.



The settings of key creation, timer and macro are totally complete.

To copy a macro programmed for another Timer program key

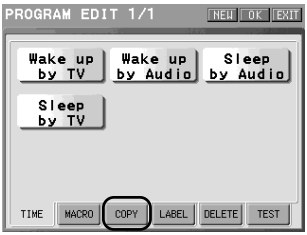
You can copy the time set with the [TIME] tag and the macro contents set with the [MACRO] tag that have already been programmed for a Timer program key to another Timer program key. This is useful when you want to execute the same macro at different times.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

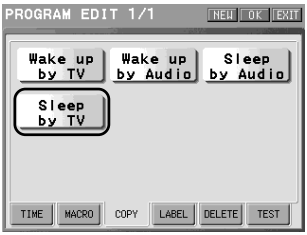
2 **Press the [TIMER] key.**

3 **Press the [PROGRAM EDIT] key.**

4 **Press the [COPY] tag.**

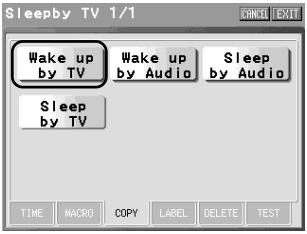


5 **Press a Timer program key whose macro you want to copy.**
For example, press the [Sleep by TV] key.



6 Press a Timer program key you want to set the copied macro.

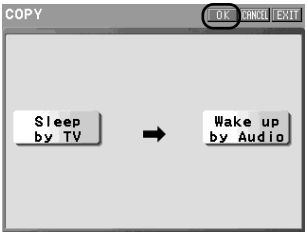
For example, press the [Wake up by TV] key.
The display to confirm execution of copying appears in the display.



Note
You cannot select the tag other than [COPY] in this step.

7 Press the [OK] key.

Copying of the macro is complete.



Tip
If you press the [CANCEL] key, the display returns to step 5 without copying.

8 Press the [OK] key.

Programming the setting is complete, and the display returns to the Timer display (step 3 on page 129).

To finish the setting
Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

Note
The key selected to be copied in step 6 and keys whose execution of the Timer program setting is set to ON appear pressed and cannot be selected.
For details on Timer program execution, see “To set the execution of a Timer macro (to ON / OFF)” (page 142).

To delete a Timer program key

You can delete a Timer program key created accidentally, or a Timer program key that is no longer in use.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

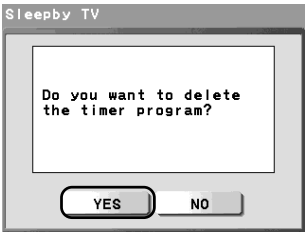
2 **Press the [TIMER] key.**

3 **Press the [PROGRAM EDIT] key.**

4 **Press the [DELETE] tag.**

5 **Press a Timer program key you want to delete.**
For example, select the [Sleep by TV] key.
The message for confirmation of deleting the Timer program key appears.

6 **Press the [YES] key.**
The Timer program key is deleted.
If you press the [NO] key, the display returns to the Program Edit display (step 5) without deleting the key.



7 **Press the [OK] key.**

The deletion setting is programmed, and the display returns to the Timer display (step 3 on page 129).

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

Note

Keys whose execution of the Timer program setting is set to ON in step 5 appear pressed and cannot be selected.

For details on Timer program execution, see “To set the execution of a Timer macro (to ON / OFF)” (page 142).

To check execution of a Timer macro

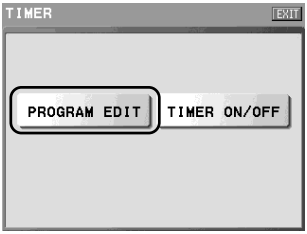
You can check the timer macro execution by transmitting remote control signals programmed for the Timer program key.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

2 **Press the [TIMER] key.**

3 **Press the [PROGRAM EDIT] key.**



4 **Press the [TEST] tag.**

Continued

5 **Press a Timer program key whose macro execution you want to check.**

The label for the Timer program key and the timer operation time are displayed, and the remote control signals of the macro programmed for the Timer program key are transmitted.
After the test execution, the display returns to step 5.

If there is a step that is not correctly linked in the macro

A message saying that a macro is not correctly linked appears in the display. If you press the [OK] key, the display returns to the previous one.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

Note

Keys whose execution of the Timer program setting is set to ON in step 5 appear pressed and cannot be selected.
For details on execution of a Timer macro, see “To set the execution of a Timer macro (to ON / OFF)” below.

To set the execution of a Timer macro (to ON/OFF)

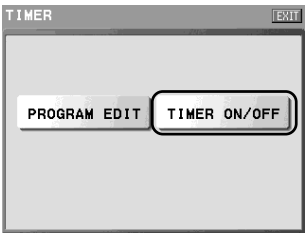
Set the execution of a Timer macro setting to ON / OFF. If you set the execution setting to ON, the Timer macro will be executed. If you set to OFF, the Timer macro will not be executed.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

2 **Press the [TIMER] key.**

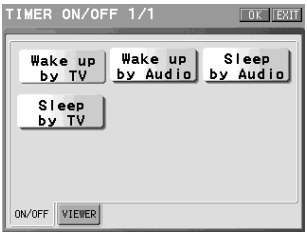
3 **Press the [TIMER ON/OFF] key.**



4 Press the [ON/OFF] tag.

5 Press a Timer program key whose execution setting you want to set to ON/OFF.

If you press a Timer program key that appears normal (released), the key will appear pressed and the execution setting will be set to ON. If you press a Timer program key that appears pressed, the key will appear normal and the execution setting will be set to OFF.



6 Press the [OK] key.

The execution of the Timer macro is set to ON / OFF, and the display returns to step 3. When the execution of the Timer macro is set to ON, ◴ (timer mark) appears in the upper portion of the operation mode display.

Tip

If you press the [EXIT] key, the setting will be canceled and the display returns to step 3.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

When the execution of the Timer macro is set to ON

- Beforehand, connect the supplied AC power adaptor to the Remote Commander so that the battery capacity is sufficient when the timer program begins. If the battery capacity is insufficient at the time of operation, the timer program cannot be executed.
- If the Remote Commander is not aimed at a component to be operated at the time the timer program begins, the component may not operate even if a signal is transmitted from the Remote Commander. When the execution of the Timer macro is set to ON, select the [TEST] tag in the Program Edit display, check the location of the Remote Commander and place it so that the component operates properly.

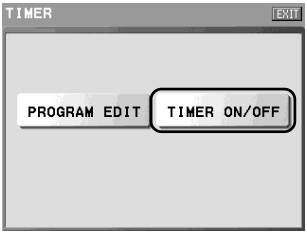
To check the setting of a Timer macro procedure

You can check the contents of a Timer macro procedure in the display.

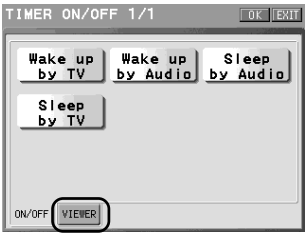
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [TIMER] key.**

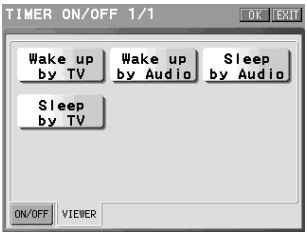
3 **Press the [TIMER ON/OFF] key.**



4 **Press the [VIEWER] tag.**



5 **Press a Timer program key whose macro you want to check.**



The macro procedure is shown in the display in order.
When a function key is programmed as a step of macro, the key appears where the key is assigned in the display. When a function button is programmed, its name appears in the center of the display.
When checking is complete, the display returns to step 5.

Note
The macro procedures of the [JUMP] key and the [DELAY] key are not displayed.

6 **Press the [OK] key.**

The display returns to step 3.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

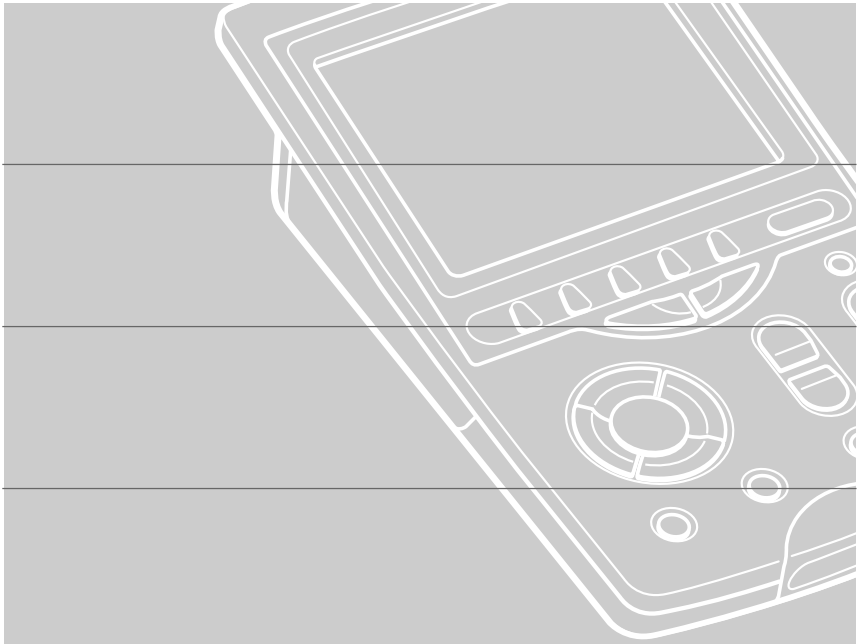
To manually check the programmed macro procedure in order in step 5

Press the [PAUSE] key to suspend consecutive showing. Press the [PAUSE] key again to resume consecutive showing.

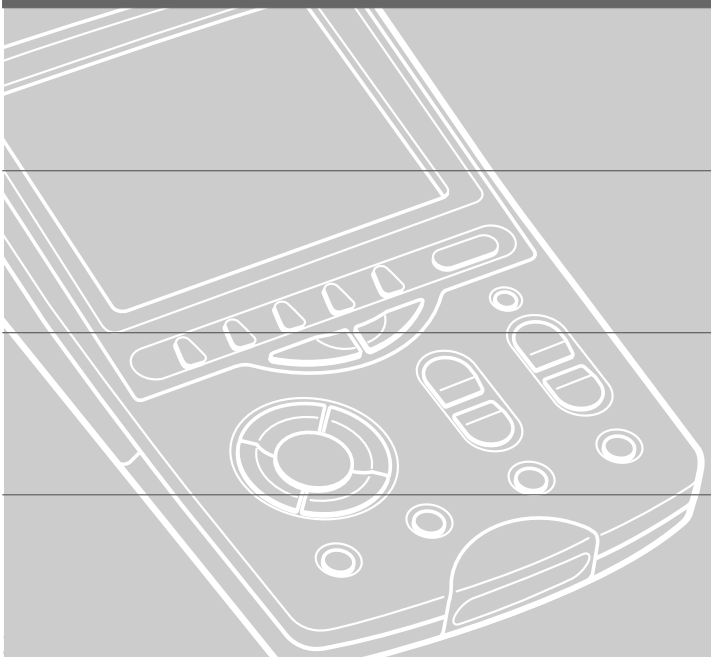
While consecutive showing is suspended, press the NEXT button to show the next macro step and press the BACK button to show the previous step.

IMPORTANT

The timer function of this Remote Commander is designed for the timer operation of AV components. Do not use the timer function to operate an air-conditioner or electrical appliances other than AV components. It may cause a fire or serious injury.



Programming a series of actions (macro) for a Component List

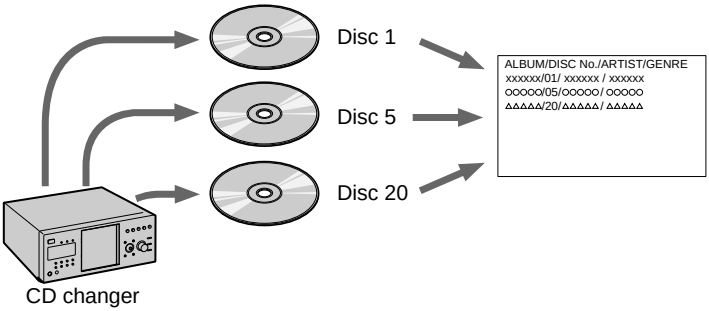


Outline of a Component List

In this section, the concept of a Component list is explained.

What is a Component List?

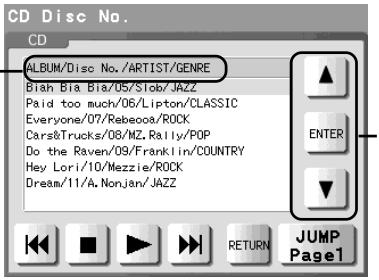
The Component List that is provided for each component shows what items (list elements) a component handles. You can play the contents or change channels just by selecting an item from the list.
The contents you can program for the list and display differ depending on a component.
For example, the title and genre of the CD, etc. in the disc changer can be programmed for the Component List of a CD player, and TV channel names, etc., can be programmed for the Component List of a TV.



Program the information of a CD for the Component List.

Using a Component List

You can perform playback or select a channel just by selecting an item form the list.



The display order of items can be changed by sorting and searching as you prefer.

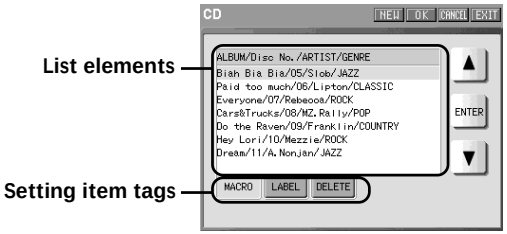
Select an item with the [▲]/[▼] key, and then press the [Enter] key.

Programming a List element

About the edit display for a List element

Before setting a List element, we will explain about the edit display for a List element.
The following items can be set to a List element. The setting can be performed by selecting a setting item tag in the edit display for a List element.

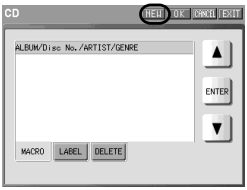
Edit display for a List element



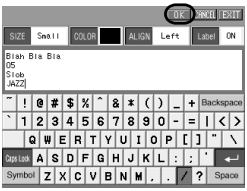
[MACRO]: To program a macro (series of actions) for the List element
[LABEL]: To set the label (name) to the List element
[DELETE]: To delete the List element

Each time the setting for a respective setting item tag shown in the edit display for a List element is complete, the display returns to this edit display for a List element. When the display returns to the edit display for a List element, press the [OK] key shown on the upper right of the display to decide the contents set by a respective setting item tag.
If you do not press the [OK] key in the edit display for a List element, the contents set by a respective setting item tag cannot be decided. Therefore, make sure to press the [OK] key.

Example: To create a new List element



Press the [NEW] key.



Set a label in the display for the label setting, and press the [OK] key.

Press the [OK] key.

Example: To program the macro procedure for a List element

Press the [MACRO] tag.

Program the macro procedure.

Press the [OK] key.

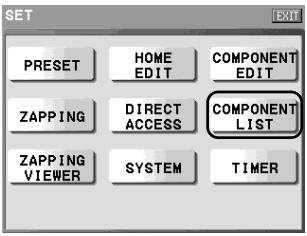
Step 1: Creating a List element

In “Step 1”, creating an element for a Component List is explained. You can set a title, etc., to an element for a Component List.

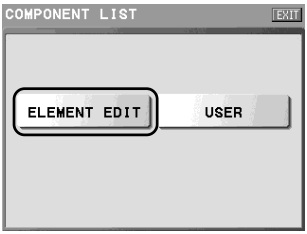
1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

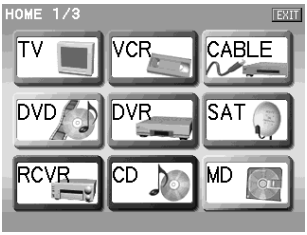
2 **Press the [COMPONENT LIST] key.**



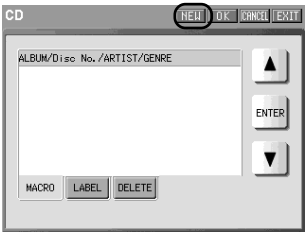
3 **Press the [ELEMENT EDIT] key.**



4 **Press the Component key you want to create a List element for.**

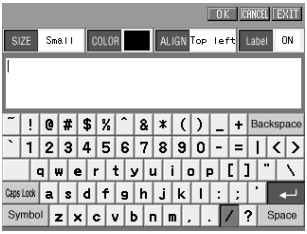


5 Press the [NEW] key.



Tip
Whatever tag is selected, you can set the label if you press the [NEW] key.

6 Set the label.



About the label to be set for the List element

For element labels, input all relevant information needed for searching or sorting.*1)
Input the search information for each item.

*1) Label items for searching differ depending on a component. For details, see “About items to be set to the label” (page 153).

For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).

Specified settings to the label of the List element besides the information described on pages 40 - 41 are as follows.

Letter input for each item:
Up to 31 letters can be input. Move the cursor by pressing the NEXT/BACK button, and input letters for each item.

[/] key: Appears pressed and cannot be input.
Starting a new line: Not available.
Pictographs: Cannot be input.
[SIZE]: Not selectable. The letter size is fixed to [Small].
[COLOR]: Not selectable. The letter color is fixed to black.
[ALIGN]: Not selectable. The letter location is fixed to [Top left].
[Label]: Not selectable. The label indication is set to ON.

Continued

Example: Label items for CD changer
Input letters for [ALBUM], [DISC No], [ARTIST] and [GENRE] in the order.

1 **Input “Blah Bla Bla” for [ALBUM].**

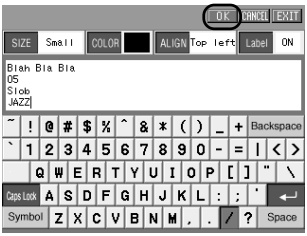
2 **Input “05” for [DISC No].**

3 **Input “Slob” for [ARTIST].**

4 **Input “JAZZ” for [GENRE]. *2)**

*2) Input letters for [GENRE] by selecting from the items previously provided. For details, see “About items to be set to the label” (page 153).

7 When the label setting is complete, press the [OK] key.



8 Press the [OK] key.

The new List element is added to the Component List and the display returns to step 4.

Tip
Up to 1,000 List elements can be created for one Component List. However, the number of List elements that you can create may be less than 1,000 depending on the free memory capacity of the Remote Commander.

To finish the setting
Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

➡ **Go to “Step 2: Programming a macro” (page 154).**

To set the label again

To set the label of a List element again, press the [LABEL] tag in step 5, press the [▲]/[▼] key to select a List element whose label you want to change, and press the [ENTER] key. Then set the letters again in the display for the label setting, and press the [OK] key.

About items to be set to the label

Items to be set to the label differ depending on a component. When inputting letters, see the table below.

Component	Label items to be set
DVD	ALBUM
CD	DISC No.
MD	ARTIST
DVD RECORDER	GENRE* (CLASSIC, COUNTRY, JAZZ, POP, ROCK, OTHERS)
HDAR	ALBUM
DVR	No.
	ARTIST
	GENRE* (CLASSIC, COUNTRY, JAZZ, POP, ROCK, OTHERS)
TV	TITLE
CABLE	
SAT	
VCR	
RCVR	
DSP	
TAPE	
DAT	
LD	
LIGHT	

* Input letters by selecting an item from the words in the parentheses above for [GENRE]. If you input another word, searching will be performed by [OTHERS].

With the Remote Commander, an item for [GENRE] is to be selected from the previously provided six words. However, you can add up to three items for [GENRE] using supplied application “NAVITUS Design.” For details on adding items for [GENRE], see “Adding / deleting a genre used for a component list (DVD / CD / MD / DVR / DVD REC / HDAR only)” in the manual (Help) of “NAVITUS Design.”

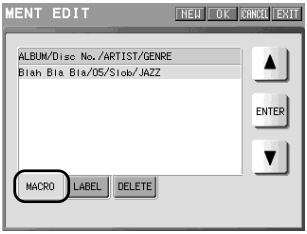
Usage of the Component List

The usage of the Component List differs depending on a component. For components with a disc changer, select your favorite disc by checking the list of the disc changer in which are stored disc numbers. For a TV, select a TV station by checking the list of TV station names shown in the display.

Step 2: Programming a macro

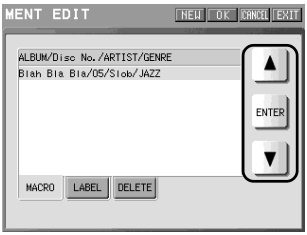
In this step, programming a macro for a List element created in “Step 1” is explained.

1 Press the [MACRO] tag.



2 Press the [▲] or [▼] key to select an element you want to program a macro for, and then press the [ENTER] key.

Each time you press the [▲]/[▼] key, the cursor moves up/down by an element. If you press the [▲]/[▼] key for 2 seconds or longer, the window display scrolls.



If you select a List element a macro has been already programmed for

A confirmation display for deleting a macro appears.
If you press the [YES] key, a macro already programmed is deleted, and the display goes to step 3.
If you press the [NO] key, the display returns to the previous one.

3 Program a macro for an element.

After pressing all function keys and buttons you want to program as the macro procedure, press the [OK] key.

Tips

- For programming a macro for a List element, press in sequence function keys and buttons you want to program as the macro procedure. Confirm the program by pressing the [OK] key for the same component. It is not necessary to press the [OK] key each time you press the individual function keys or buttons.
- Up to 128 steps (actions) can be programmed for one List element. However, the number of steps (actions) that you can program may be less than 128 depending on the free memory capacity of the Remote Commander.

Note

For programming a macro for a List element, you can program function keys and buttons only for the selected component. For example, when the CD component is selected, you cannot program function keys or buttons for another component, such as TV or DVD, as the macro procedure.

4 Press the [OK] key.

A macro is programmed for the List element and the display returns to the component selection display (step 4 on page 150).

Macro programming for a List element is complete.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

To delete a List element

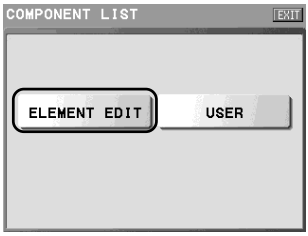
You can delete a List element created by mistake, or an element that is no longer in use.

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

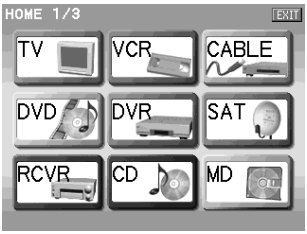
2 Press the [COMPONENT LIST] key.

3 Press the [ELEMENT EDIT] key.



Continued

4 **Press the Component key that includes the List element you want to delete.**



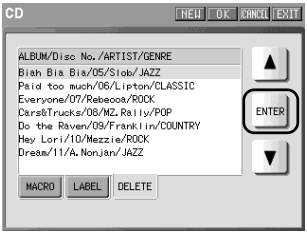
5 **Press the [DELETE] tag.**

6 **Press the [▲] or [▼] key to select a List element you want to delete, and then press the [ENTER] key.**

The selected List element disappears from the list.

Note

If you delete all the List elements, all the User List keys are deleted.

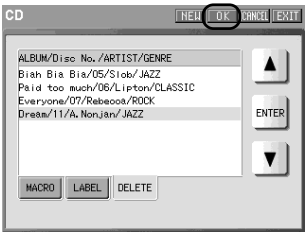


7 **Press the [OK] key.**

The selected element is deleted and the display returns to step 4.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

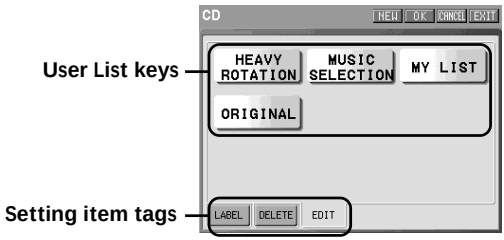


Creating a User List (USER LIST)

About the edit display for a User List

Collecting only your favorite List elements, you can set them to a User List key. You can create up to nine User List keys.
For example, you can create a category named “MY MUSIC” that consists of only your favorite List elements of CD List.
Before setting a User List, we will explain about the edit display for a User List. The following items can be set to a User List. The setting can be performed by selecting a setting item tag in the edit display for a User List.

Edit display for a User List



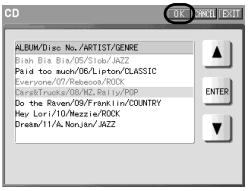
[LABEL]: To set the label (name) to the User List
[DELETE]: To delete the User List key
[EDIT]: To set a List element to the User List key

Each time the setting for a respective setting item tag shown in the edit display for a User List is complete, the display returns to this edit display for a User List. When the display returns to the edit display for a Use List, press the [OK] key shown on the upper right of the display to decide the contents set by a respective setting item tag.
If you do not press the [OK] key in the edit display for a User List, the contents set by a respective setting item tag cannot be decided. Therefore, make sure to press the [OK] key.

Continued

Example: To create a new User List key

Press the [NEW] key, and set a label for the User List key.

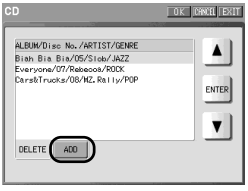


Select a List element you want to program for the User List key.

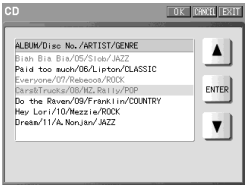
Press the [OK] key.

Example: To add a List element to the User List key

Select a User List key you want to add a List element to.



Press the [ADD] tag.



Select a List element you want to add among those shown.

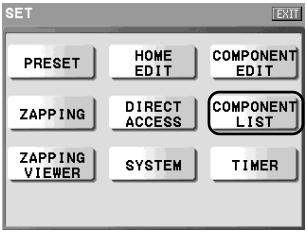
Press the [OK] key.

Creating a User List key

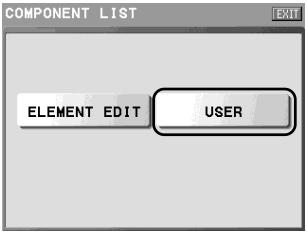
1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

2 **Press the [COMPONENT LIST] key.**

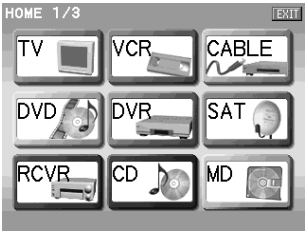


3 **Press the [USER] key.**



4 **Press the Component key you want to create a User List for.**

If you select a Component key that includes no List element, a message saying that there is no list element appears. If you press the [OK] key, the message disappears. Create a List element referring to “Step 1: Creating a List element” (page 150).



Continued

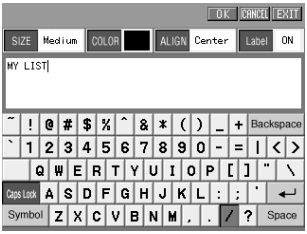
5 Press the [NEW] key.

Tips

- Whatever tag is selected, you can set the label if you press the [NEW] key.
- For a User List key, you cannot select or change a skin.

6 Set the label of the User List key.

For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).



Specified settings to the label of the User List key besides the information described on pages 40 - 41 are as follows.

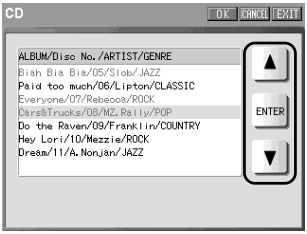
Letter input:	Up to 31 letters can be input.
[/] key:	Appears pressed and cannot be input.
Starting a new line:	Available. Starting a new line is counted as a letter.
Pictographs:	Cannot be input.
[SIZE]:	Not selectable. The letter size is fixed to [Medium].
[COLOR]:	Not selectable. The letter color is fixed to black.
[ALIGN]:	Not selectable. The letter location is fixed to [Center].
[Label]:	Not selectable. The label indication is set to ON.

Note

You cannot set the same label name as another User List key, regardless of whether characters are upper or lowercase. If you try to set the same label name, a beep sounds twice.

7 When the label setting is complete, press the [OK] key.

8 Press the [▲] or [▼] key to select a List element to be added, and then press the [ENTER] key.

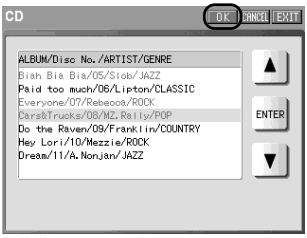


In this step, when you press the [ENTER] key, the color of the selected List element changes to red. (In the real settings, the color of List elements is fixed to black.)

Tip

Each time you press the [▲]/[▼] key, the cursor moves up/down by an element. If you press the [▲]/[▼] key for 2 seconds or longer, the window display scrolls.

9 Press the [OK] key.



The newly created User List key is displayed.

10 Press the [OK] key.

The new User List key is programmed, and the display returns to step 4.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

To set the label again

To set the label of a User List again, press the [LABEL] tag in step 5, and press the [USER LIST] key whose label you want to change. Then set the letters again in the display for the label setting, and press the [OK] key.

To delete a User List

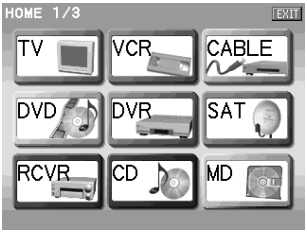
You can delete a User List key created by mistake, or a User List key that is no longer in use.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [COMPONENT LIST] key.**

3 **Press the [USER] key.**

4 **Press the Component key that includes the User List key you want to delete.**
If you select a Component key that includes no List element, a message saying that there is no list element appears. If you press the [OK] key, the message disappears. Create a List element referring to “Step 1: Creating a List element” (page 150).



5 **Press the [DELETE] tag.**

6 **Press the User List key you want to delete.**
The selected User List key is disappears.

7 **Press the [OK] key.**

The selected User List key is deleted. The display returns to step 4.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

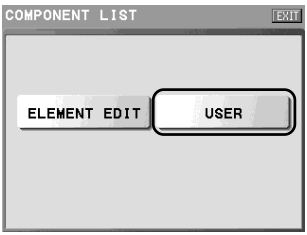
Adding an element to a User List

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

The Set display appears.

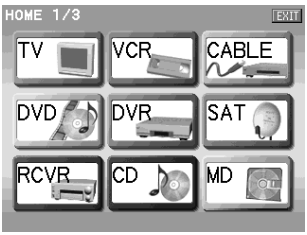
2 **Press the [COMPONENT LIST] key.**

3 **Press the [USER] key.**



4 **Press a Component key that includes the User List you want to add a User element to.**

If you select a Component key that includes no List element, a message saying that there is no list element appears. If you press the [OK] key, the message disappears. Create a List element referring to “Step 1: Creating a List element” (page 150).

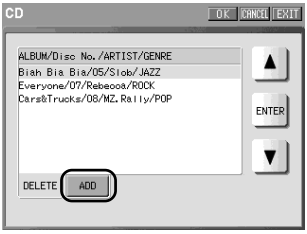


5 **Press the [EDIT] tag.**

6 Press the User List key you want to add a User element to.

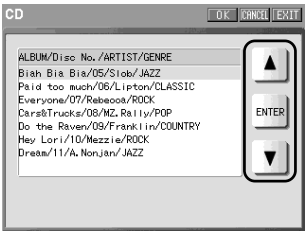
The table of the list elements programmed for the selected User List key is shown.

7 Press the [ADD] tag.



8 Press the [▲] or [▼] key to select a User element to be added to the User List, and then press the [ENTER] key.

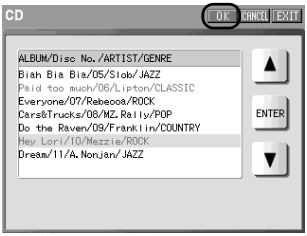
In this step, when you press the [ENTER] key, the color of the selected List element changes to red. (In the real settings, the color of List elements is fixed to black.)



Display for List element selection

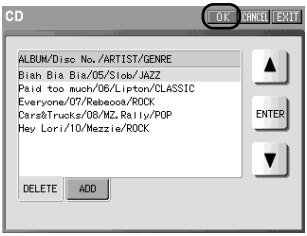
9 Press the [OK] key.

The selected List element is added.



Continued

10 Press the [OK] key.



11 Press the [OK] key.

Adding a List element is programmed, and the display returns to step 4.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

To delete a List element of a User List

You can delete a List element of a User List created by mistake, or an element that is no longer in use.

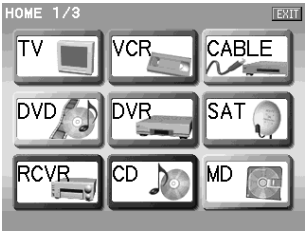
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [COMPONENT LIST] key.

3 Press the [USER] key.

4 Press the component key that includes the User List with the User element you want to delete.

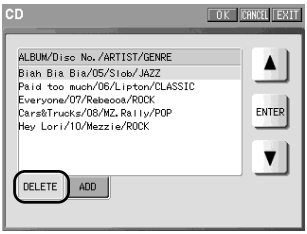


5 **Press the [EDIT] tag.**

6 **Press the User List key of the User element you want to delete.**

The table of the list elements programmed for the selected User List key is shown.

7 **Press the [DELETE] tag.**

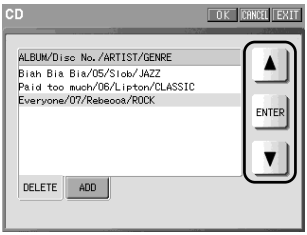


8 **Press the [▲] or [▼] key to select the element you want to delete, and then press the [ENTER] key.**

The selected List element is disappears. If you want to delete other List elements in the same User List, repeat this step.

Note

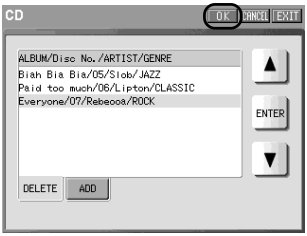
You cannot make a User List empty. If you try to delete the last List element, a message appears. Press the [OK] key to return to the previous display.



Continued

9 **Press the [OK] key.**

The deletion of the List element is stored in memory.



10 **Press the [OK] key.**

The List element is deleted, and the display returns to step 4.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

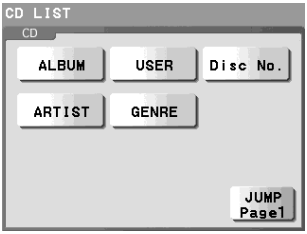
Using the Component List

1 Press the List key of a component key in the Component display.

For example, press the [CD LIST] key.
The sort item display appears.

[CD LIST] key
The sort item display for the CD component appears.

2 Press the desired sort item key.



[ALBUM]: To show the list of elements by programmed album title
[USER]: To show the list of elements by title created by a user
[Disc No.]: To show the list of elements by programmed disc No.
[ARTIST]: To show the list of elements by programmed artist name
[GENRE]: To show the list of elements by programmed genre
[JUMP Page1] key: To return to the first page of the Component display

3 Press the desired key to select a method for searching or sorting.

[ALBUM], [ARTIST]

[NUM/SYMBOL]: To extract elements whose sort item starts with a number or a symbol.
Alphabets key: To extract elements whose sort item starts with an alphabetic letter shown on the key

[GENRE]
To extract elements with the genre shown on the key

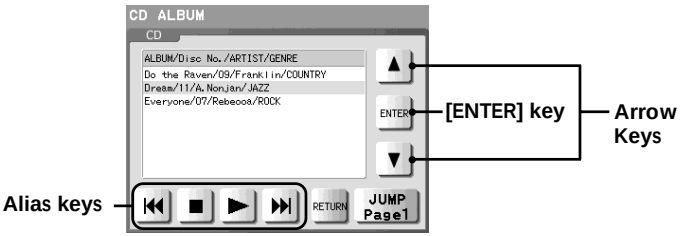
[Disc No.]
To show the list of all programmed elements

[USER]
To extract programmed elements shown on the key

Tip
If you press the [RETURN] key, the display returns to the previous one.
If you press the [JUMP Page1] key, the display returns to the first page of the Component display.

Continued

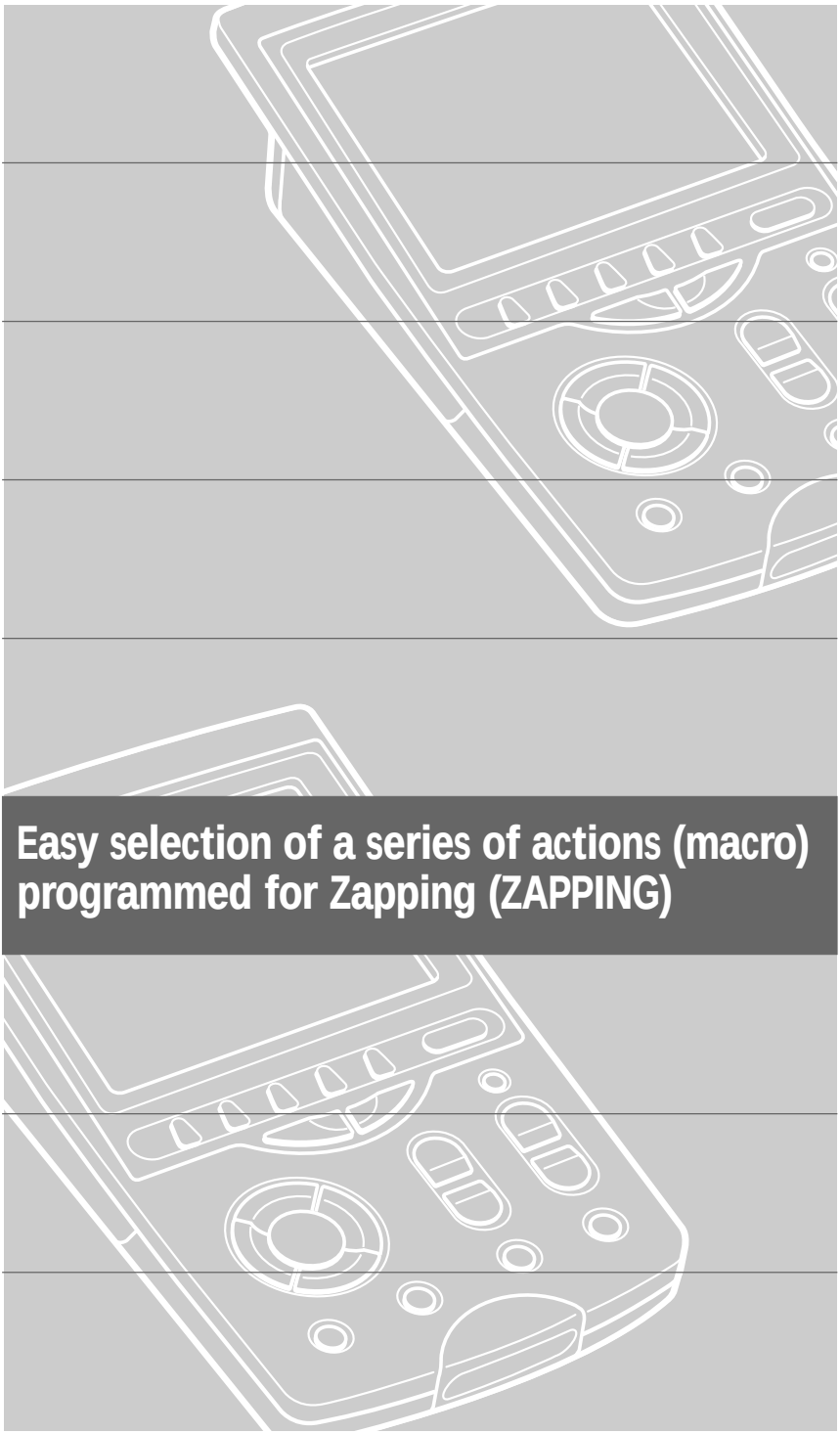
4 Select an album and press the key.



Arrow keys: Move the cursor up / down.

[ENTER] key: Confirms the element selected by the cursor and executes the macro programmed for the element.

Alias keys: Refer to the [⏮], [▶], [■] and [⏭] keys of the operation display of the component. Operating contents of these keys cannot be changed.
If a component preset to the selected Component display does not use the [⏮], [▶], [■] and [⏭] keys, the Alias keys are not shown.



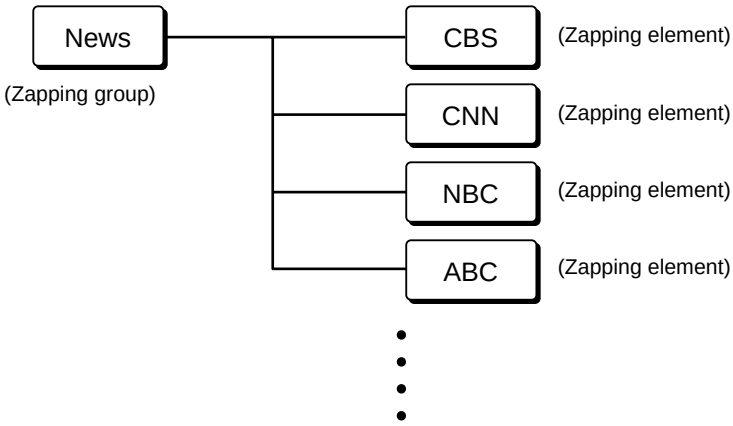
Easy selection of a series of actions (macro) programmed for Zapping (ZAPPING)

Outline of Zapping

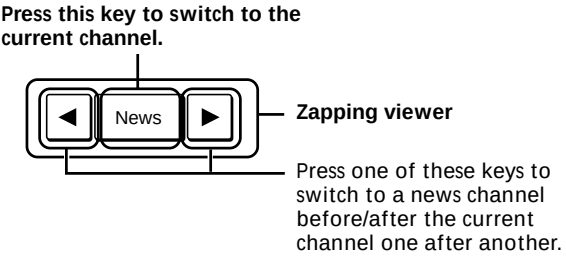
What is Zapping?

Zapping is the function to call up easily and sequentially only desired channels, enabling channel selection from multiple channels grouped by genre. For example, if you create a “NEWS” group by gathering your favorite news channels together, you can select any one channel set to this group.
You can also use Zapping for selecting a disc from a disc changer.

To use the Zapping function, first you need to create a group where you collect channels. This group is called a “Zapping group”, and each channel contained in the group is called a “Zapping element.” In the above example, “NEWS” is a Zapping group and each news channel is a “Zapping element.”



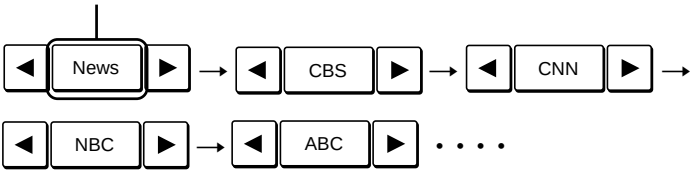
You need to assign a viewer in the Component display to actually operate a created Zapping group with the Remote Commander.
This viewer is called a “Zapping viewer.” After assigning a Zapping viewer in the Component display, with the ◄/►, —/+ keys of the Zapping viewer, you can switch among elements (channels) in the Zapping group one after another.


Press this key to switch to the current channel.
◄
News
►
Zapping viewer
Press one of these keys to switch to a news channel before/after the current channel one after another.

Using Zapping

Right after the Component display appears, the label of the Zapping group “News” is shown on the Zapping viewer. Each time you press the ◄ / ► key of the Zapping viewer on the touch panel display, the labels of the Zapping elements appear sequentially on the Zapping viewer as follows, and you can switch among news channels only.

If no Zapping operation is performed for 30 seconds while the Zapping viewer is shown, the indication returns to the Zapping group name (in this case, [NEWS]).



Each Zapping element, such as “CBS”, “CNN”, “NBC” or “ABC.”.., is programmed with a macro to tune into each channel.

Tip

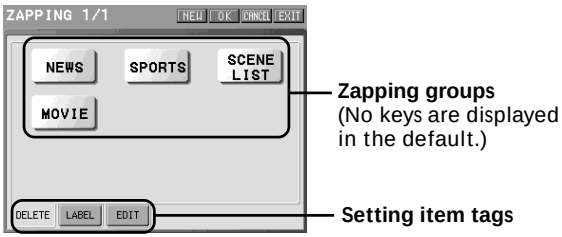
The order of Zapping elements to be called up can be changed for your convenience, such as placing the most frequently watched channel at the top.

Editing the Zapping function

About the edit display for Zapping

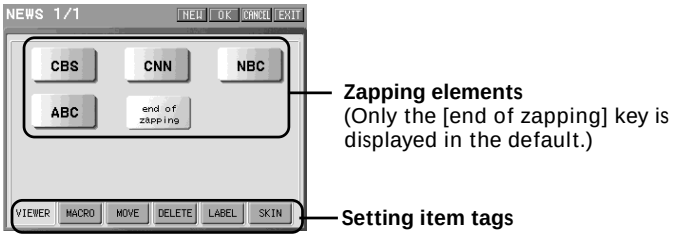
Before setting the Zapping function, we explain about the edit display for Zapping.
Editing the Zapping group where channels are collected is performed in the Zapping display. Editing each Zapping element that is contained in the Zapping group is performed in the Zapping Edit display.

Edit display for a Zapping group



[DELETE]: To delete the Zapping group
[LABEL]: To set the label to the Zapping group
[EDIT]: To set a Zapping element to the Zapping group

Edit display for a Zapping element

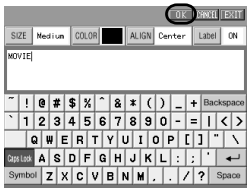


[VIEWER]: To check the macro (series of actions) setting programmed for a Zapping element key on the display
[MACRO]: To program a macro (series of actions) for the ZAPPING element key
[MOVE]: To change the order of the Zapping element keys
[DELETE]: To delete the Zapping element key
[LABEL]: To set the label to the Zapping element key
[SKIN]: To set the skin (key appearance and color) to the Zapping element key

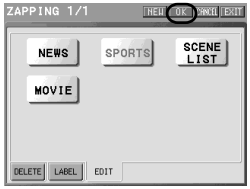
Each time the setting for a respective setting item tag shown in the edit display for a Zapping group or a Zapping element is complete, the display returns to this edit display for a Zapping group or a Zapping element. When the display returns to the edit display for a Zapping group or a Zapping element, press the [OK] key shown on the upper right of the display to decide the contents set by a respective setting item tag.
If you do not press the [OK] key in the edit display for a Zapping group or a Zapping element, the contents set by a respective setting item tag cannot be decided. Therefore make sure to press the [OK] key.

Example: To create a new Zapping group

Press the [NEW] key.

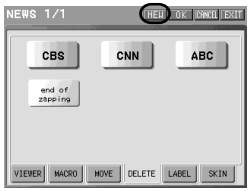


Set a label in the display for the label setting, and press the [OK] key.

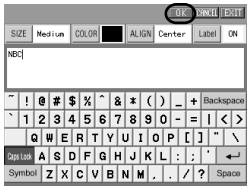


Press the [OK] key.

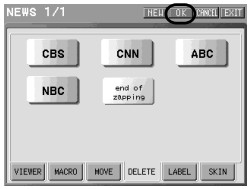
Example: To create a new Zapping element



Press the [NEW] key.



Set a label in the display for the label setting, and press the [OK] key.



Press the [OK] key.

In addition to the label setting above, when setting with each setting item tag, finally press the [OK] key in the edit display for a Zapping group or a Zapping element to decide the setting contents.

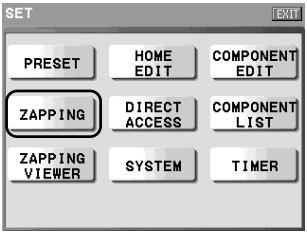
Step 1: Creating a Zapping group

In this step, creating a Zapping group to which Zapping elements are to be set is explained. For example, create a Zapping group named “NEWS.”

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [ZAPPING] key.



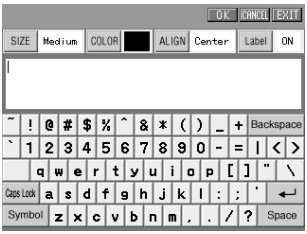
3 Press the [NEW] key.

Tips

- Whatever tag is selected, you can set the label if you press the [NEW] key.
- For a Zapping group, you cannot select or change a skin.

4 Set the label of the Zapping group to be created.

For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).



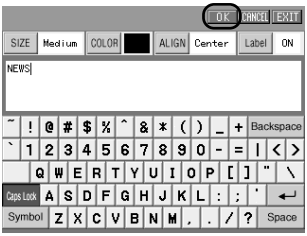
Specified settings to the label of the Zapping group besides the information described on pages 40 - 41 are as follows.

Letter input:	Up to 31 letters can be input.
Starting a new line:	Available. Starting a new line is counted as a letter.
Pictographs:	Cannot be input.

Note
You cannot set the same label name as another Zapping group, regardless of whether characters are upper or lowercase. If you try to set the same label name, a beep sounds twice.

5 Press the [OK] key.

Creation of the label of the Zapping group is set.



6 Press the [OK] key.

A new Zapping group is created, and the display returns to step 2.

Note
If you press the [CANCEL] key, the created Zapping group will be canceled.

To finish the setting
Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

➡ **Go on to "Step 2: Creating a Zapping element" (page 178).**

To set the label again
To set the label of a Zapping group again, press the [LABEL] tag in step 3, and press the Zapping key whose label you want to change. Then set the letters again in the display for the label setting, and press the [OK] key.

Step 2: Creating a Zapping element

Create a Zapping element for the Zapping group ([NEWS] key) created in “Step 1.”

Tip

If no Zapping element is set to the Zapping group, only the [end of zapping] key appears in the display. The [end of zapping] key appears pressed, and you cannot edit for a Zapping element.

1 Press the [EDIT] tag in the Zaping display.

2 Press a Zapping group key you want to create a Zapping element for.

3 Press the [NEW] key.

Tip

Whatever tag is selected, you can set the label if you press the [NEW] key.

4 Set the skin of the Zapping element to be created.

Select the normal skin, and press the [OK] key. Then select the pressed skin, and press the [OK] key.

For details, see step 6 in “Setting the skin (key appearance and color) and the label (name) of a function key (SKIN / LABEL)” (page 97).

Note

The skin size for the Zapping element is only 70 × 38 pixels.

5 Set the label of the Zapping element.

When the label setting is complete, press the [OK] key. For inputting letters to the label, see “Inputting letters (label setting)” (pages 40 - 41).

Specified settings to the label of the Zapping element besides the information described on pages 40 - 41 are as follows.

Letter input:	Up to 31 letters can be input.
Starting a new line:	Available. Starting a new line is counted as a letter.
Pictographs:	Cannot be input.

Note

You cannot set the same label name as another Zapping element, regardless of whether characters are upper or lowercase. If you try to set the same label name, a beep sounds twice.

6 After confirming that the newly created Zapping element is displayed, press the [OK] key.

The label of the Zapping element is set.

Note

If you press the [CANCEL] key, the created Zapping element will be canceled.

7 Press the [OK] key.

The new Zapping element is added to the Zapping group, and the display returns to the Set display (step 2 on page 176).

Note

If you press the [CANCEL] key, the created Zapping element will be canceled.

Tip

Up to 1,000 Zapping elements can be created for one Zapping group. However, the number of Zapping elements that you can create may be less than 1,000 depending on the free memory capacity of the Remote Commander.

➡ Go on to “Step 3: Programming a macro” (page 180).

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

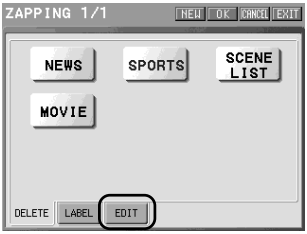
To set the skin or label of a Zapping element again

In step 3, press the [SKIN] tag to set the skin again or the [LABEL] tag to set the label again, and press the Zapping element key whose skin or label you want to change. Then set the letters again in the display for the skin or label setting, and press the [OK] key.

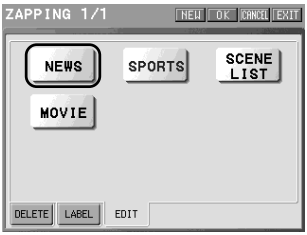
Step 3: Programming a macro

Program a macro for the Zapping element ([CBS] key) created in “Step 2.”

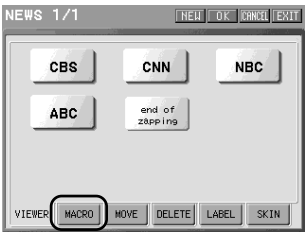
1 **Press the [EDIT] tag in the Zapping display.**



2 **Press a Zapping group key that includes the Zapping element you want to program a macro for.**



3 **Press the [MACRO] tag.**

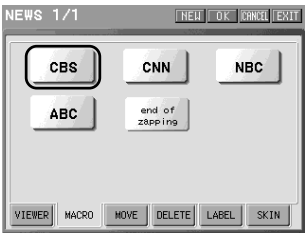


4 **Select an element you want to program a macro for.**

If you select a Zapping element already programmed with a macro

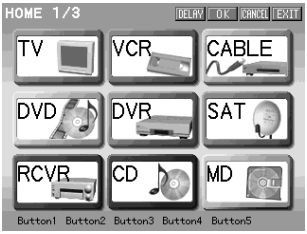
The message for confirmation of deleting a macro appears.

Press the [YES] key to overwrite the macro. If you press the [NO] key, the display returns to the previous one without overwriting.



5 Program a macro procedure for the Zapping element.

For details on programming a macro procedure, see steps 1 - 4 in “Step 2: Setting a macro” (pages 120 - 121).

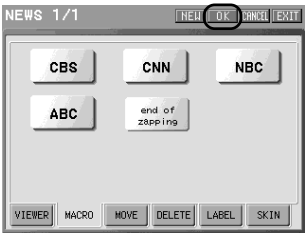


Tip

Up to 128 steps (actions) can be programmed for one Zapping element. However, the number of steps (actions) that you can program may be less than 128 depending on the free memory capacity of the Remote Commander.

6 Press the [OK] key.

A macro procedure is stored in memory for the Zapping element.

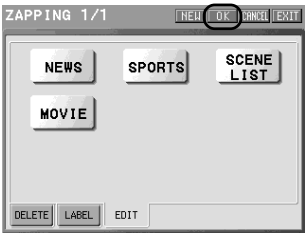


Note

If you press the [CANCEL] key, a macro set to the Zapping element will be canceled.

7 Press the [OK] key.

A macro procedure is programmed for the Zapping element, and the display returns to the Set display (step 2 on page 176).



Note

If you press the [CANCEL] key, a macro set to the Zapping element will be canceled.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

Programming of the Zapping group, element and macro is complete.

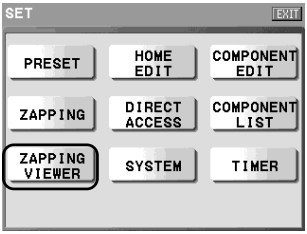
Step 4: Creating a Zapping viewer

After creating a Zapping viewer key, you can assign a Zapping group to it. You can create up to 5 Zapping viewer keys for a component.

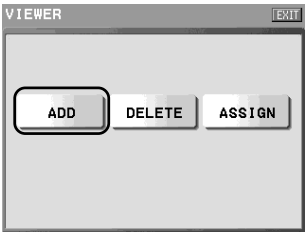
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [ZAPPING VIEWER] key.



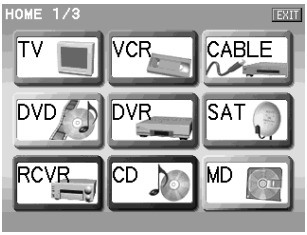
3 Press the [ADD] key.



4 Press a Component key you want to create a Zapping viewer for.

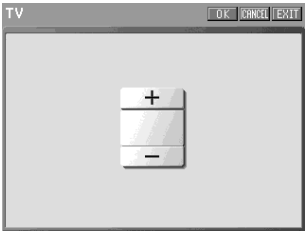
Note

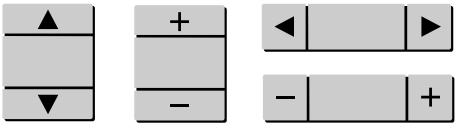
If you select a Component key for which you have already created five Zapping viewers, an error message appears.



5 Set the skin of the Zapping viewer.

The skin for the Zapping viewer can be selected from four skins shown below. Press the NEXT button to show the next skin, and press the BACK button to show the previous skin.

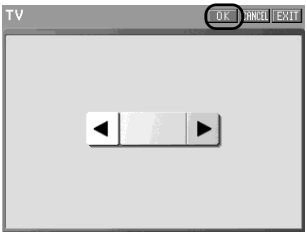




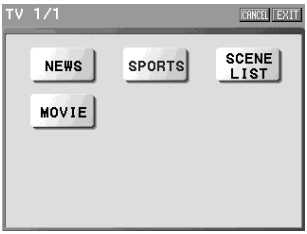
Note

Skins appear normal (released). They do not function even if they are pressed.

6 Press the [OK] key.



7 Select a Zapping group that you want to assign to the Zapping viewer.



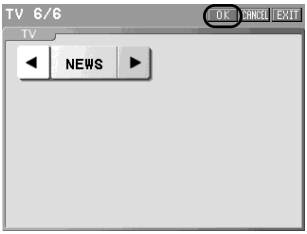
Notes

- Before creating a Zapping Viewer, it is necessary to create a Zapping group first.
- If there is no Zapping group, see “Step 1: Creating a Zapping group” (page 176) and create a Zapping group.
- If a Zapping element is not created, a Zapping group is not displayed. Create a Zapping element referring to “Step 2: Creating a Zapping element” (page 178).

Continued

8 Press the [OK] key.

The Zapping viewer key is assigned on the last page of the Component display and the display returns to step 4.



Tips

- If there is no space to assign a Zapping viewer key in the last page, a new page will be added and the key will be created there.
- If you press the [CANCEL] key, a Zapping viewer key will not be created and the display will return to step 7.

Note

You cannot create more than five Zapping viewers for a component.

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.

To delete a Zapping group

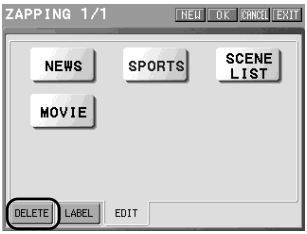
You can delete a Zapping group created by mistake or a Zapping group that is no longer in use.

1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

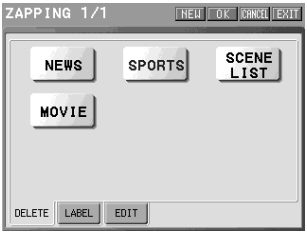
2 Press the [ZAPPING] key.

3 Press the [DELETE] tag.



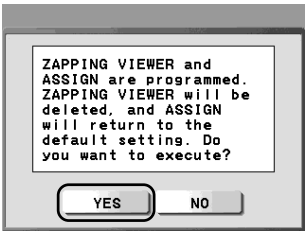
4 Press the Zapping group you want to delete.

The indiction of the Zapping group disappears.



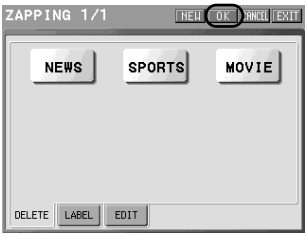
If the selected Zapping group is assigned to a Zapping viewer key or an Assign button, the message for confirmation of deleting Zapping group appears.

If you press the [YES] key, the Zapping viewer key is also deleted and the setting of the Assign button returns to its preset status. If you press the [NO] key, the display returns to the Zapping display (step 3) without deleting the Zapping group. The ASSIGN button is a function button on the Remote Commander a Zapping group is assigned to. For details, see "To assign a Zapping viewer to a function button" (page 194).


ZAPPING VIEWER and ASSIGN are programmed. ZAPPING VIEWER will be deleted, and ASSIGN will return to the default setting. Do you want to execute?
YES
NO

5 Press the [OK] key.

The Zapping group is deleted and the display returns to the Set display (step 2 on page 182).



6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

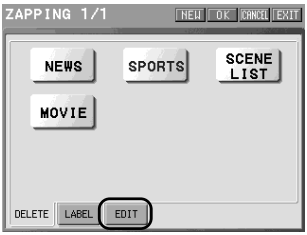
To change the order of the Zapping elements

You can change the order of the Zapping elements after you have created them.

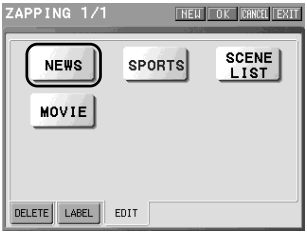
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [ZAPPING] key.**

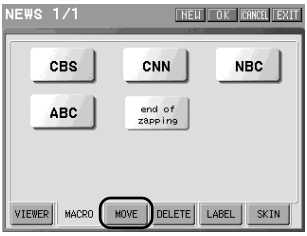
3 **Press the [EDIT] tag.**



4 **Press the Zapping group whose element order you want to change.**

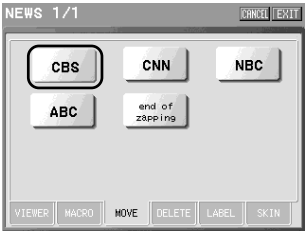


5 **Press the [MOVE] tag.**



6 **Press the Zapping element key you want to move.**

The selected key appears pressed.
For example, press the [CBS] key.

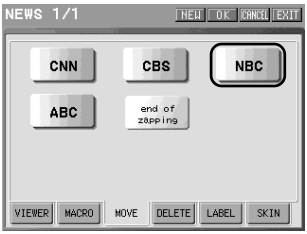


7 **Press the Zapping element key that is assigned after the place where you want to assign the Zapping element key selected in step 6.**

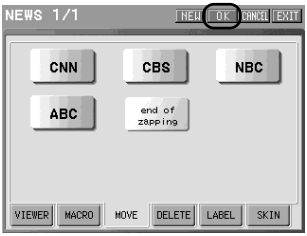
The Zapping element selected in step 6 moves to the position before the element selected in step 7.
As you pressed the [NBC] key in this case, the [CBS] key selected in step 6 moved to the position before the [NBC] key.

Note

The Zapping element key selected in step 6 appears pressed and cannot be selected.



8 **Press the [OK] key.**

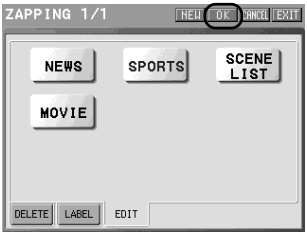


9 **Press the [OK] key.**

Moving of Zapping element key is decided, and the display returns to the Set display (step 2 on page 182).

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.



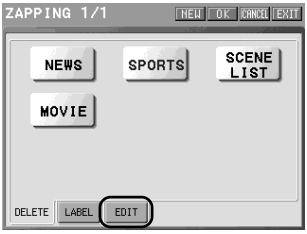
To check the macro procedure of a Zapping element

You can check, on the display, the contents of the macro procedure set to a Zapping element.

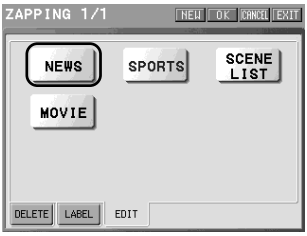
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [ZAPPING] key.**

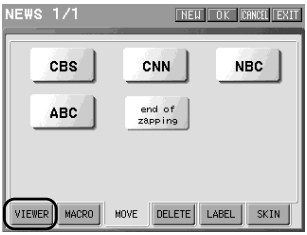
3 **Press the [EDIT] tag.**



4 **Press the Zapping group that includes the Zapping element whose macro procedure you want to check.**

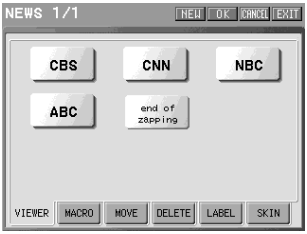


5 **Press the [VIEWER] tag.**



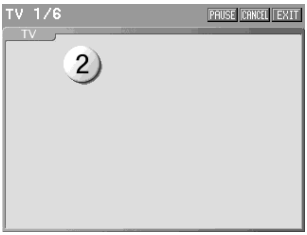
6 Press the Zapping element whose macro you want to check.

The macro procedure is shown.



About checking the macro procedure

When a function key is programmed as a step, the key appears where the key is assigned in the display. When a function button is programmed, its name appears in the center of the display.
When showing is complete, the display returns to step 6.



Note

The macro procedures of the [JUMP] key and the [DELAY] key are not displayed.

To manually check the programmed macro procedure in order

Press the [PAUSE] key to suspend showing. Press the [PAUSE] key again to resume consecutive showing.
While consecutive showing is suspended, press the NEXT button to show the next macro step and press the BACK button to show the previous step.

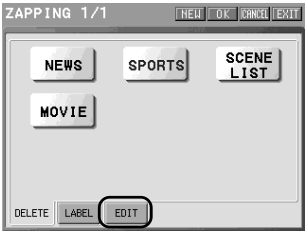
To delete a Zapping element

You can delete a Zapping element created by mistake or a Zapping element that is no longer in use.

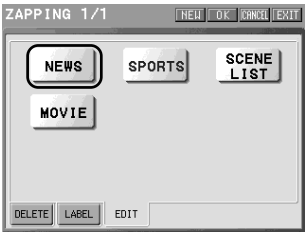
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [ZAPPING] key.**

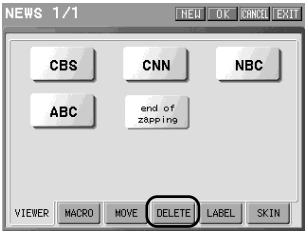
3 **Press the [EDIT] tag.**



4 **Press the Zapping group that includes the Zapping element you want to delete.**

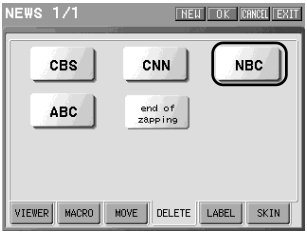


5 **Press the [DELETE] tag.**

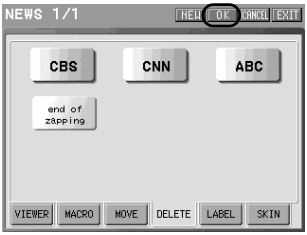


6 **Press the Zapping element key you want to delete.**

The indication of the Zapping element disappears.



7 **Press the [OK] key.**

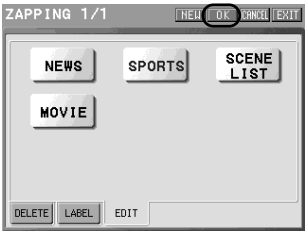


8 **Press the [OK] key.**

The Zapping element key is deleted, and the display returns to the Set display (step 2 on page 182).

To finish the setting

Press the COMMANDER OFF button for 2 seconds or longer. The display returns to the Home display. The setting finishes.



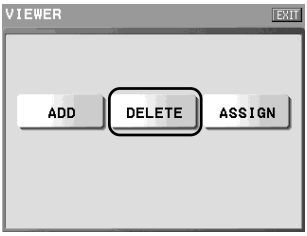
To delete a Zapping viewer

You can delete a Zapping viewer created by mistake or a Zapping viewer that is no longer in use.

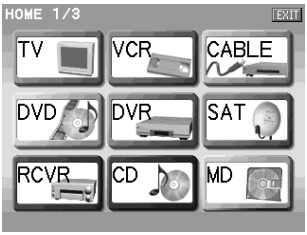
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [ZAPPING VIEWER] key.**

3 **Press the [DELETE] key.**



4 **Press the Component key that includes the Zapping viewer key you want to delete.**



5 **Press the NEXT/BACK button to select a page and, press the Zapping viewer key you want to delete.**
The indication of the selected key disappears from the display.

6 **Press the [OK] key.**

The Zapping viewer is deleted and the display returns to step 4.

7 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

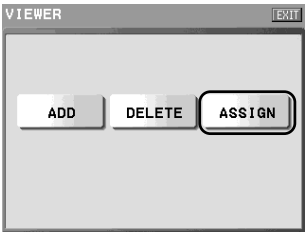
To assign a Zapping viewer to a function button

If you assign a Zapping group to a function button, you can perform the Zapping function with one function button. The button a Zapping group is assigned to is called an Assign button.

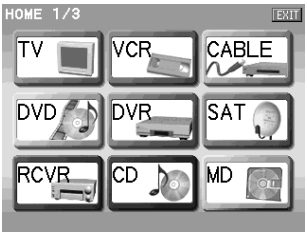
1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [ZAPPING VIEWER] key.**

3 **Press the [ASSIGN] key.**



4 **Press a Component key that includes a Zapping group you want to assign to a function button.**



5 Press a function button you want to assign a Zapping group to.

■ **If you press a function button to which the Zapping viewer cannot be assigned**

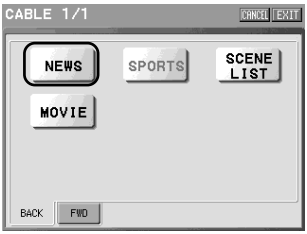
A message appears. A button for which learned data or a macro, etc., has been programmed cannot become an Assign button and you cannot assign the Zapping viewer to that button.
If you press the [OK] key, the display returns to the previous one. Select another function button, or erase learned data or a macro, etc., programmed for the function button.

6 Select the direction to call up the Zapping elements by pressing a tag.

Select the [FWD] (forward) or [BACK] (backward) tag.
If you press the [CANCEL] key, the display returns to step 5 without reading for assignment.

7 Press a Zapping group you want to assign to the function button.

The display for confirmation of setting contents of the Assign button.



Continued

8 **Press the [OK] key.**

Setting of the Assign button is complete and the display returns to step 4.

9 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Using a “Memory Stick”

About a “Memory Stick”

What is a “Memory Stick”?

A “Memory stick” is a small and light IC recording media with a storage capacity larger than a floppy disk. It can be used in specified external connected devices or as a removable recording media for saving data, as well as a data-exchangeable media between various “Memory Stick”-compatible devices.
A “Memory Stick” comes in standard size and a more compact size, called “Memory Stick Duo.” By attaching a “Memory Stick Duo” adaptor, a “Memory Stick Duo” can also be used with products compatible with a standard-sized “Memory Stick.”

Notes

- The Remote Commander is not compatible with “Memory Stick Pro.”
- The Remote Commander is not supplied with a “Memory Stick.” You can use functions described in this chapter after purchasing a “Memory Stick.”
- For details on handling a “Memory Stick”, refer to the instructions supplied with the “Memory Stick.”
- The Remote Commander consumes considerably more battery power when using a “Memory Stick” than when operating other functions. Use the AC power adaptor for “Memory Stick” operation.

About a “Memory Stick Duo”

- Before using a “Memory Stick Duo” with the Remote Commander, make sure to attach it to a “Memory Stick Duo” adaptor to it.
- Make sure to insert a “Memory Stick Duo” in the correct direction. If a “Memory Stick Duo” is inserted in the wrong direction, the device may be damaged.
- Do not insert a “Memory Stick Duo” adaptor into a “Memory Stick”-compatible device without a “Memory Stick Duo” attached. If used in this way, the device may be damaged.

About formatting a “Memory Stick”

A “Memory Stick” is already formatted at the factory in original standard format. If it is necessary to format a “Memory Stick” yourself, format it using the format function on the Remote Commander (page 209).

Note

If you format a “Memory Stick” using the “Memory Stick” drive on the computer, a “Memory Stick” cannot be used with “NAVITUS Design” or the Remote Commander. Make sure to format a “Memory Stick” with the Remote Commander.

While reading or writing data

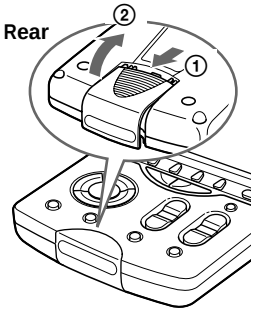
“Do not remove the “Memory Stick”” appears in the display. Do not subject the Remote Commander to excessive shock or vibration while reading or writing data. Also, avoid disconnecting the AC power adaptor or removing the “Memory Stick”, as saved data, the Remote Commander system, or the “Memory Stick” may be damaged.

Notes on use

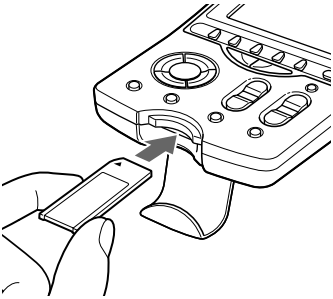
- We recommend backing up data frequently to avoid data loss. Sony is not liable for data that is lost or damaged.
- You cannot use copyrighted recorded materials without permission except for personal use.
- Software specifications of the Remote Commander are subject to change without notice due to improvements.

Inserting a “Memory Stick”

1 **Open the “Memory Stick” slot cover.**



2 **Insert a “Memory Stick” with the label side up until a click is heard.**



Notes

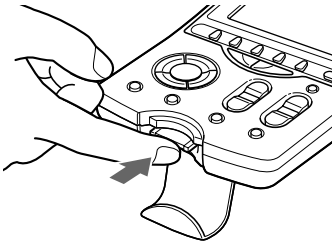
- Insert a “Memory Stick” in the correct direction. If a “Memory Stick” is forcibly inserted in the wrong direction, the “Memory Stick” slot may be damaged.
- Do not insert a “Memory Stick” into anywhere other than the “Memory Stick” slot. The “Memory Stick” and the Remote Commander may be damaged.
- Do not insert anything other than the “Memory Stick” into the “Memory Stick” slot. The Remote Commander may be damaged.

Removing a “Memory Stick”

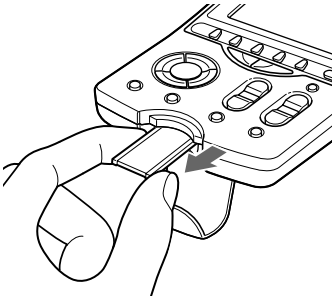
Note

If you remove a “Memory Stick” while the indication of writing or reading is shown, recorded data may be deleted or damaged. Make sure that the Remote Commander is not reading from or writing to the “Memory Stick” when removing the “Memory Stick.”

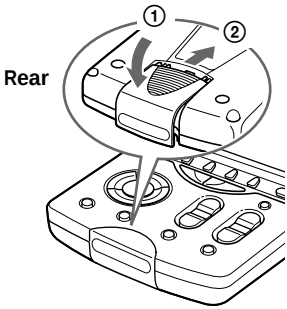
1 **Open the “Memory Stick” slot cover and push the “Memory Stick” into the slot.**



2 **When the “Memory Stick” pops out a little from the Remote Commander, remove it.**



3 **Close the “Memory Stick” slot cover.**



Reading data saved in a “Memory Stick” (READ)

You can import data set up with the supplied application or the latest remote control codes downloaded from a web site to the Remote Commander from “NAVITUS Design” using a “Memory Stick.”
The following data can be saved to a “Memory Stick” using a computer. *1)

- All environment data (all data of the Remote Commander)
- Latest remote control code (preset code) and its image data
- Data for each component

*1) A single “Memory Stick” can contain only one of the above.

- For details on how to save data to the “Memory Stick” from a computer, refer to “Exporting the settings by NAVITUS Design to a Memory Stick” (“NAVITUS Design” manual (Help)).
- The data saved by any application other than “NAVITUS Design” cannot be read.

The procedure explained here is for when the “Memory Stick” detection message appears after inserting a “Memory Stick.”

1 Insert a “Memory Stick” into the “Memory Stick” slot of the Remote Commander.

For details, see “Inserting a “Memory Stick”” (page 200).

2 Press the [READ] key.

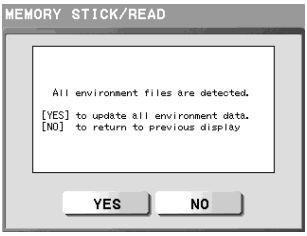
Tip

If you press the [CLOSE] key, the display returns to the previous one without reading.

After the “Memory Stick” confirmation display, the following displays appear according to the contents in the “Memory Stick.”

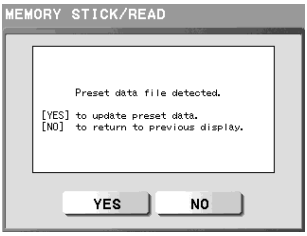
In case of all environment data:

The confirmation display for updating all environmental data appears.



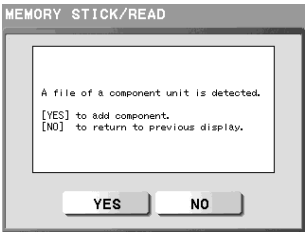
In case of preset data and its image data:

The confirmation display for updating preset data appears.



In case of component unit data:

The confirmation display for adding component unit data appears.



Notes on reading data as component unit data

- Do not replace a “Memory Stick” with another one while a message appears. It causes a malfunction. If you want to replace a “Memory Stick”, press the [NO] key to return to step 2, and then replace it.
- If an Alias Component key is added as component unit data, the Alias Component key is added as an Empty key. Therefore, the operation display cannot be displayed, even if you press the added Alias Component key in the operation mode of the Remote Commander.
- If you add a Component key of the same label name as a Component key that exists on the Remote Commander, the label name of the added Component key is shown with a digit added. (Example: If you add a Component key of the label name [TV], the label name of the added Component key is shown as [TV2] on the Remote Commander.)

Continued

3 Press the [YES] key.

The Remote Commander starts reading the file. When reading of the file is correctly complete, the confirmation display appears. If you fail to read the file, an error message appears. For details on the error message, see pages 204 - 205.

Tip

If you press the [NO] key, the display returns to step 2 without reading.

Note

Do not remove the "Memory Stick" or disconnect the AC power adaptor while reading the file.

4 Press the [OK] key in the confirmation display.

The display returns to the first page of the Home display.

If an error message appears

If an abnormal status of the "Memory Stick" or the Remote Commander is detected while reading the "Memory Stick", an error message appears.

About the data contents in the "Memory Stick"

You can read three types of data contents with the Remote Commander. The respective types of data (meanings) for the items of "Data contents in the "Memory Stick" " in the table below are as follows.

All: all environment data (all data of the Remote Commander)
Preset: the latest remote control code (preset code) and its image data
Component: data for each component

Data contents in the "Memory Stick"	Message	Symptom and corrective action
All Preset Component	The "Memory Stick" cannot be correctly read. Or there is no file to be read.	You cannot correctly read the "Memory Stick" or there is no file to be read in the "Memory Stick." Save data on the "Memory Stick" first, and then read it again.
All Preset Component	The memory capacity of the Commander is insufficient. You cannot update the data.	The size of the data saved on the "Memory Stick" is larger than the free memory space of the Remote Commander. Delete unnecessary pages, etc., from the file on the computer, and save the file again. Then read the "Memory Stick" on the Remote Commander again.

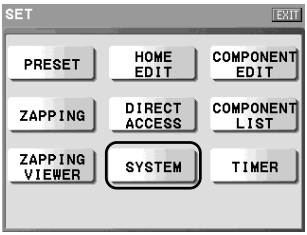
Data contents in the “Memory Stick”	Message	Symptom and corrective action
All Preset Component	A “Memory Stick” is not inserted. Operate after inserting a “Memory Stick.”	Insert a “Memory Stick.”
All Preset Component	Loading from the “Memory Stick” failed. Try again?	If you press the [YES] key, you can choose to read again. If you press the [NO] key, reading finishes.
All Preset	The version of the data on the Commander is newer than that of the “Memory Stick.” You cannot update the data.	As the version of the data on the Remote Commander is newer than that of the “Memory Stick” to be read, you cannot update the data. When reading all enviroment data or preset data and its image data, read newer version than that on the Remote Commander. For details on checking the version of the data on the Remote Commander, see “Remote Commander information (ABOUT)” (page 224).
Component	The preset data of the Commander is old, so addition failed. Update preset data file and try again.	The version of the data on the Remote Commander is older than that of the file on the “Memory Stick”to be read. Update the preset data on the Remote Commander to the latest, and then read the file again.

Reading a “Memory Stick” from the setting mode

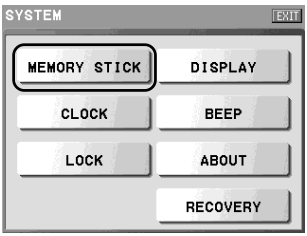
When a “Memory Stick” is already inserted in the Remote Commander, you can start the reading procedure from the Set display.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

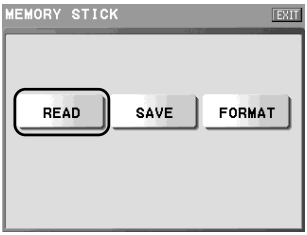
2 **Press the [SYSTEM] key.**



3 **Press the [MEMORY STICK] key.**



4 **Press the [READ] key.**
For further operations, see steps 2 and 3 in “Reading data saved in a “Memory Stick” (READ)” (page 202).



5 **Press the [OK] key in the confirmation display.**
The display returns to step 4.

6 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Saving Remote Commander data to a “Memory Stick” (SAVE)

You can save all data set up with the Remote Commander to a “Memory Stick.” This function is useful when backing up the data or transferring all data set up with the Remote Commander to a computer via a “Memory Stick.”

The procedure explained here is for when the “Memory Stick” detection message appears after inserting a “Memory Stick.”

Note

Connect the AC power adaptor when saving data to a “Memory Stick” as this operation consumes considerable battery power. If the battery power is insufficient, you cannot use the “Memory Stick.”

1 Insert a “Memory Stick” into the “Memory Stick” slot of the Remote Commander.

For details, see “Inserting a “Memory Stick”” (page 200).

2 Press the [SAVE] key.

Tip

If you press the [CLOSE] key, the display returns to the previous one without saving.

The Remote Commander starts saving the file. When saving of the file is correctly complete, the confirmation display appears. If you fail to save the file, an error message appears. For details on the error message, see page 208.

If another file has already been saved, a confirmation message for overwriting appears. Press the [YES] key to start saving. If you press the [NO] key, the display returns to the previous one without saving.

Tip

If you press the [NO] key, the procedure finishes without saving.

Note

Do not remove the “Memory Stick” or disconnect the AC power adaptor while saving the file.

3 Press the [OK] key in the confirmation display.

The display returns to the display in step 2.

When the display in step 2 is shown, press the [CLOSE] key to return to the Home display.

If an error message appears

If an abnormal status of the “Memory Stick” or the Remote Commander is detected while reading the “Memory Stick”, an error message appears.

Message	Symptom and corrective action
The “Memory Stick” capacity is insufficient.	Delete unnecessary files from the “Memory Stick.”
The memory capacity of the Commander is insufficient. You cannot save the data.	You cannot create a file format for saving because the free memory capacity of the Remote Commander is insufficient. Save again after securing the free memory capacity by deleting any unnecessary pages or keys.
The “Memory Stick” is broken or locked, so saving was not carried out.	Saving cannot be carried out as the “Memory Stick” is broken or locked. Use another “Memory Stick” if it is broken. If the “Memory Stick” is locked, release the lock and try saving again. For details on the lock of the “Memory Stick”, refer to instructions of the “Memory Stick” you purchased.
Saving to the “Memory Stick” failed. Try again?	You failed in saving to “Memory Stick.” Press the [YES] key to try again. If you press the [NO] key, the procedure finishes without saving.
The “Memory Stick” was removed while saving, so data was not saved correctly.	Data cannot be correctly saved as the “Memory Stick” was removed while saving. Press the [OK] key to finish the procedure.
A “Memory Stick” is not inserted. Operate after inserting a “Memory Stick.”	Insert a “Memory Stick.”

Saving data of the Remote Commander to a “Memory Stick” from the setting mode

Make sure that “Memory Stick” is already inserted in the Remote Commander, before you can start the saving procedure from the Set display.

Note

Connect the AC power adaptor when saving data to a “Memory Stick” as this operation consumes considerable battery power. If the battery power is insufficient, you cannot use the “Memory Stick.”

1 Press the [SET] key for 2 seconds or longer in the Home display.

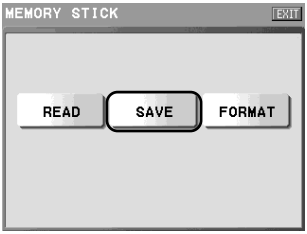
The Set display appears.

2 Press the [SYSTEM] key.

3 Press the [MEMORY STICK] key.

4 Press the [SAVE] key.

For further operations, see steps 2 and 3 in "Saving Remote Commander data to a "Memory Stick" (SAVE)" (page 207).



5 Press the [OK] key in the confirmation display.

The display returns to step 4.

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Formatting a "Memory Stick"

You can format a "Memory Stick" so that it can be used on this Remote Commander.

1 Press the [SET] key for 2 seconds or longer in the Home display.

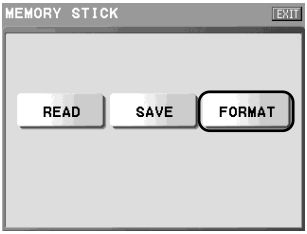
The Set display appears.

2 Press the [SYSTEM] key.

3 Press the [MEMORY STICK] key.

4 Press the [FORMAT] key.

The confirmation message for formatting appears.



5 **Press the [YES] key.**

The Remote Commander starts formatting. When formatting a “Memory Stick” is correctly complete, the confirmation display appears.

Tip

If you press the [NO] key, the procedure finishes without formatting.

Note

Do not remove the “Memory Stick” while formatting the “Memory Stick.”

6 **Press the [OK] key in the confirmation display.**

The display returns to the first page of the Step 4.

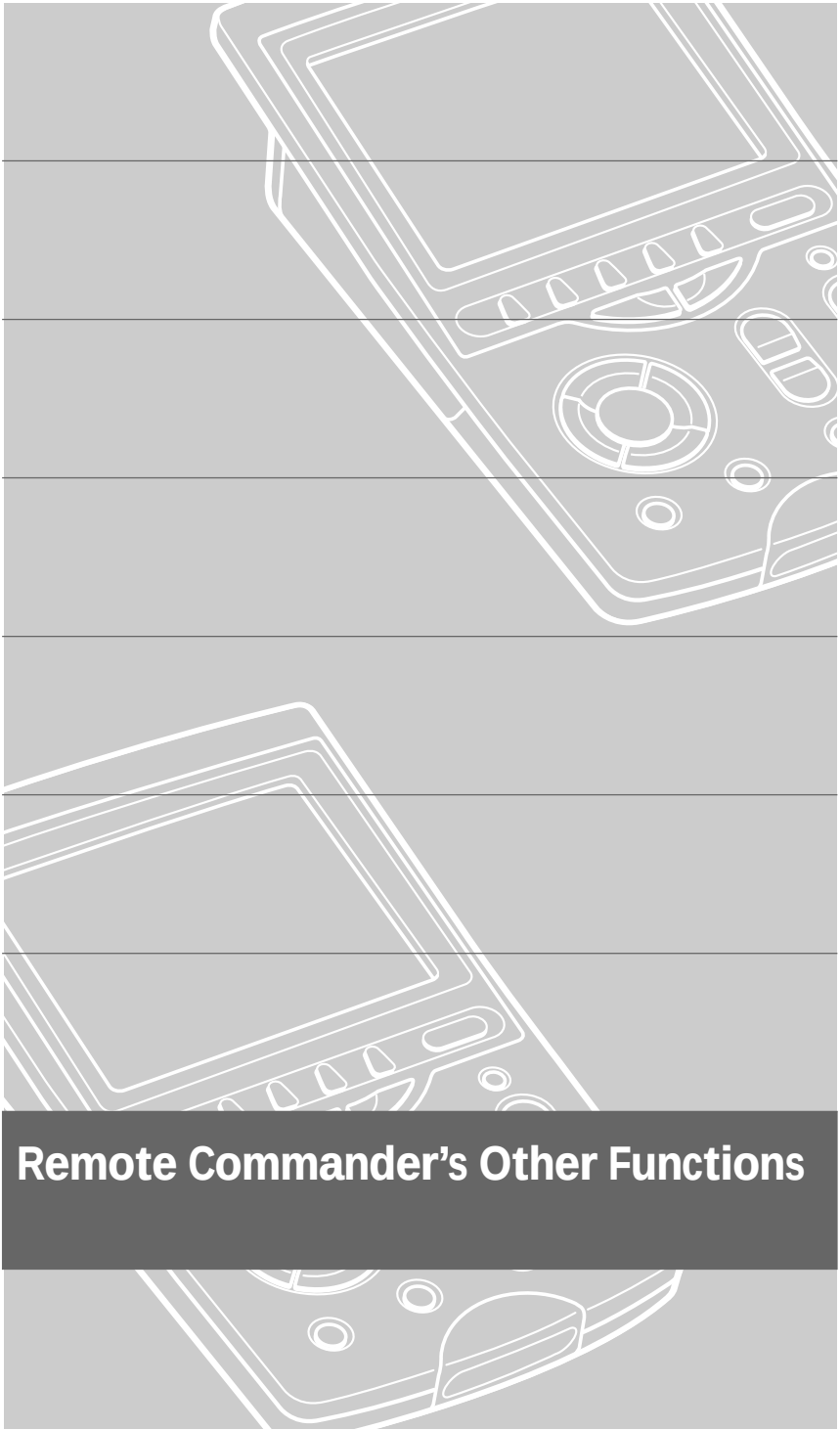
7 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

If an error message appears

If an abnormal status of the “Memory Stick” is detected while formatting the “Memory Stick”, an error message appears.

Message	Symptom and corrective action
The “Memory Stick” is broken or locked.	Formatting cannot be carried out as the “Memory Stick” is broken or locked. Use another “Memory Stick” if it is broken. If the “Memory Stick” is locked, release the lock and insert it again. For details on the lock of the “Memory Stick”, refer to instructions of the “Memory Stick” you purchased.



Remote Commander's Other Functions

Setting the Display Window

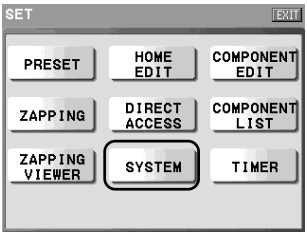
You can make various settings to the touch panel display.
In addition to calibrating the touch panel display, you can set the automatic off time of the display window, or the automatic off time and brightness of the backlight that illuminates the LCD screen.

Calibrating the touch panel display (ALIGNMENT)

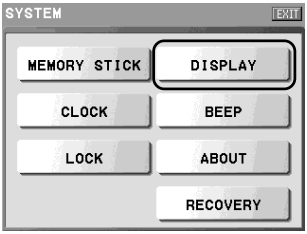
The calibration of the touch panel display is usually performed when the Remote Commander is turned on for the first time. However, you can calibrate the touch panel display again at any time if necessary.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

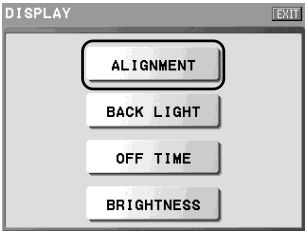
2 **Press the [SYSTEM] key.**



3 **Press the [DISPLAY] key.**

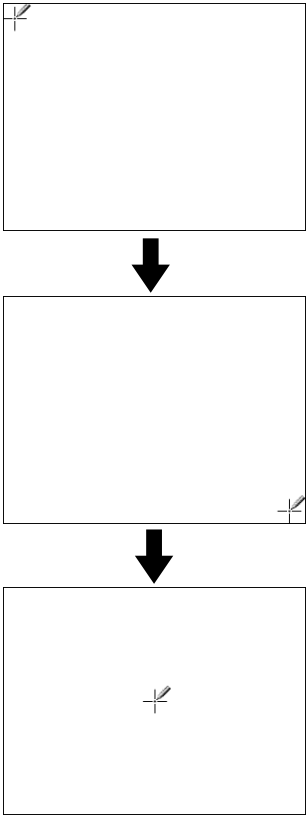


4 **Press the [ALIGNMENT] key.**



5 Tap the center of the mark three times in order with the supplied Stylus.

When calibration is complete, the display returns to step 4.



Note

When calibrating, tap correctly the center of the mark. If you do not tap the center, the display of step 5 appears repeatedly until the calibration is correctly performed.

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Setting the Backlight Automatic-Off time (BACK LIGHT)

The backlight that illuminates the LCD screen turns on automatically when an indication appears in the LCD screen and turns off after a certain period of time (Backlight Automatic-Off function). The backlight turns off in 10 seconds if you do not operate the Remote Commander by the default setting. This Automatic-Off time is adjustable between 3 and 60 seconds. You can also set to deactivate the Automatic-Off function when the Commander is connected to the AC power adaptor (also when the Remote Commander is loaded on the Battery charging stand).

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

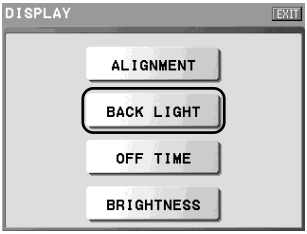
The Set display appears.

2 **Press the [SYSTEM] key.**

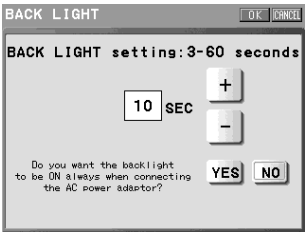
The System display appears.

3 **Press the [DISPLAY] key.**

4 **Press the [BACK LIGHT] key.**

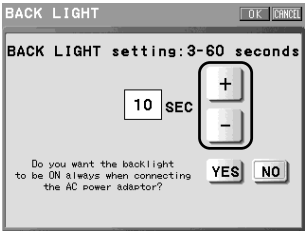


5 **Set the Automatic-Off function of the backlight.**



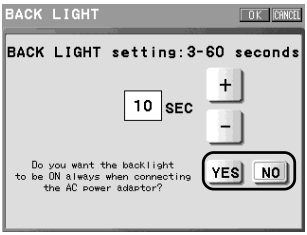
1 Set Automatic-Off time.

Each time you press the [+] / [–] key, the time is advanced / reversed by 1 second. If you hold the [+] / [–] key pressed, the time is advanced / reversed by 2 seconds. You can adjust the time between 3 and 60 seconds. The default setting is 10 seconds.



2 Set the backlight to on or off when the Remote Commander is connected to the AC power adaptor.

Press the [YES] or [NO] key to select the setting. The selected key is bordered.



[YES]: To set the backlight not to turn off.*

[NO]: To operate the Automatic-Off function and turn off the backlight.

The default setting is [NO].

* The backlight turns off when the display turns off.

6 Press the [OK] key.

Setting of the display's backlight is complete, and the display returns to step 4.

Note

When you set the Automatic-Off time of the backlight longer than 10 seconds (default), the battery life of the Remote Commander may be shorter.

7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Setting the Automatic-Off time of the display window (OFF TIME)

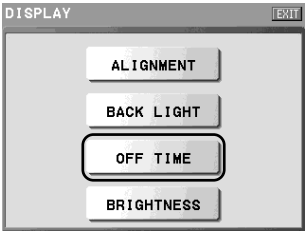
The LCD screen turns off automatically after a certain period of time (Display Automatic-Off function). The display turns off after 10 minutes if you do not operate the Remote Commander by the default setting. This Automatic-Off time is adjustable between 1 and 30 minutes.
You can also set the Automatic-Off function when the Remote Commander is connected to the AC power adaptor.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

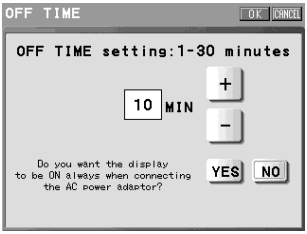
2 **Press the [SYSTEM] key.**
The System display appears.

3 **Press the [DISPLAY] key.**

4 **Press the [OFF TIME] key.**

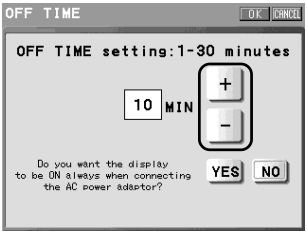


5 **Set the Automatic-Off function of the display.**



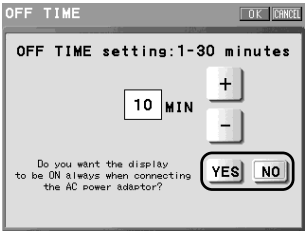
1 Set Automatic-Off time.

Each time you press the [+] or [–] key, the time is advanced/reversed by 1 minute. If you hold the [+]/[–] key pressed, the time is advanced/reversed by 2 minutes. You can adjust the time between 1 and 30 minutes. The default setting is 10 minutes.



2 Set the display to on or off always when the Remote Commander is connected to the AC power adaptor despite the setting of the display's Automatic-Off function.

Press the [YES] or [NO] key to select the setting. The selected key is bordered.



[YES]: To set the display not to turn off.
[NO]: To operate the Automatic-Off function and turn off the display.*

* Even when the screen backlight is set to always turn on when the Remote Commander is connected to the AC power adaptor, the backlight turns off if the touch panel screen turns off by the Automatic-Off function of the display.

6 Press the [OK] key.

Setting of the display's Automatic-Off function finishes, and the display returns to step 4.

Note

When you set the Automatic-Off time of the display window longer than 10 minutes (default), the battery life of the Remote Commander may be shorter.

7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Adjusting the brightness of the display window's backlight (BRIGHTNESS)

Adjust the brightness of the backlight.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

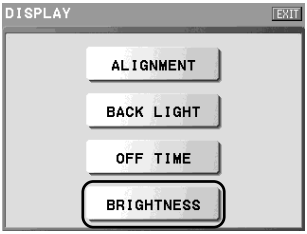
The Set display appears.

2 **Press the [SYSTEM] key.**

The System display appears.

3 **Press the [DISPLAY] key.**

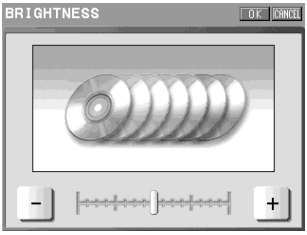
4 **Press the [BRIGHTNESS] key.**



5 **Press the [+] or [–] key to adjust the brightness of the backlight.**

Tip

If you set the brightness to minimum, the backlight is set to OFF.



6 **Press the [OK] key.**

Setting of the display's backlight brightness is complete, and the display returns to step 4.

7 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Setting the system clock (CLOCK)

You can set the system clock that appears in the Home and Component display.

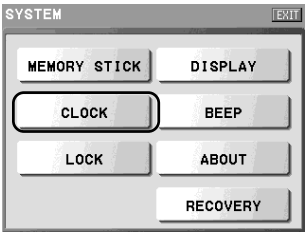
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

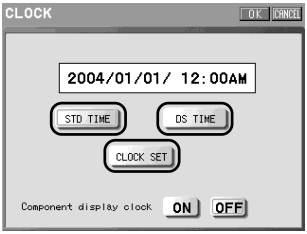
2 Press the [SYSTEM] key.

The System display appears.

3 Press the [CLOCK] key.



4 Select the standard time (STD TIME) or the daylight saving time (DS TIME), select to show (ON) or hide (OFF) the clock in the normal display (operation display), and then press the [CLOCK SET] key.



The selected keys are bordered. The System clock setting display appears.

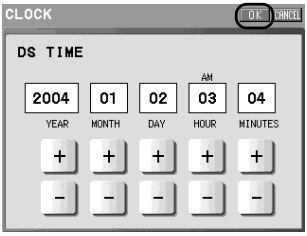
[ON]: To show the clock indication in the operation display of a component.
(A component name or page indication may be partially hidden by the clock.)

[OFF]: To hide the clock indication in the operation display of a component.

Tips

- If you press the [OK] key, the current settings are decided, and the clock starts from zero seconds. The display returns to step 3.
- If you press the [CANCEL] key, the settings in this display will be canceled.

5 Set the year, month, day, hour, and minutes by pressing the [+]/[–] keys to adjust the System clock.



Tips

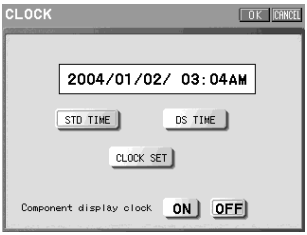
- Each time you press the [+] / [–] key, the digit is advanced / reversed by one. If you hold the [+] / [–] key pressed the digit is advanced / reversed by two.
- The AM / PM indication changes every 12 hours.

6 Confirm the setting contents, and then press the [OK] key.

The display returns to step 4.

7 Press the [OK] key.

The system clock is set, and the display returns to step 3.

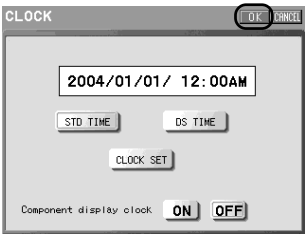


8 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

If you do not want to change the system clock setting

In step 4, press the [OK] key without pressing the [CLOCK SET] key. The setting in this display will be complete, and the display will return to step 3.
Or, in step 5, press the [CANCEL] key. The setting in this display will be canceled, and the display will return to step 4.



Setting the beep sound (BEEP)

The Remote Commander is set at the factory for the key-touch confirmation beep to sound when you press a display key or a button on the Remote Commander. You can set the key-touch confirmation beep not to sound.

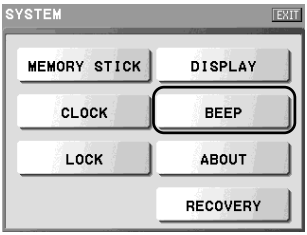
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [SYSTEM] key.

The System display appears.

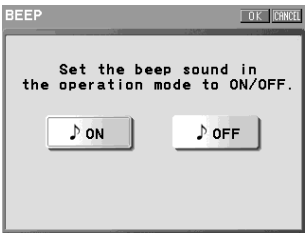
3 Press the [BEEP] key.



4 Press the [ON] or [OFF] key.

The selected key is bordered.
The default setting is [ON].

[ON]: To turn on the key-touch beep.
[OFF]: To turn off the key-touch beep.



5 Press the [OK] key.

The setting of the beep is complete, and the display returns to step 3.

Tip

A beep sounds in the setting mode to confirm the setting operation, even if you set the beep to OFF. Also the 'OK' beep sounds (once), or the 'NG' beep warning sounds (twice, three times or five times).

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Locking the settings (LOCK)

To prevent accidental changing, adding or erasing of settings, lock the settings so that you can edit only the System settings. All settings are not locked by default.

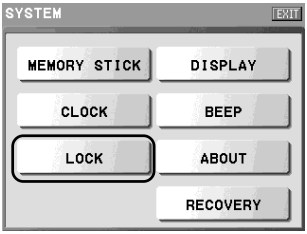
1 Press the [SET] key for 2 seconds or longer in the Home display.

The Set display appears.

2 Press the [SYSTEM] key.

The System display appears.

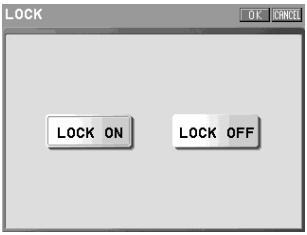
3 Press the [LOCK] key.



4 Press the [LOCK ON] or [LOCK OFF] key.

The selected key is bordered.

[LOCK ON]: To lock settings other than [SYSTEM].
[LOCK OFF]: To unlock all settings.



Tip

If you press the [CANCEL] key, the setting in this display will be canceled, and the display will return to step 3.

5 Press the [OK] key.

Setting ([LOCK ON] or [LOCK OFF]) is complete.
The display returns to step 3.

6 To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Note

The lock setting is available only for setting up operations of the Remote Commander. Data update using the USB connection or a “Memory Stick” can be done even when the lock setting is set to ON. After updating, the lock setting is available.

Remote Commander information (ABOUT)

You can check the system information (used memory capacity, version, etc.) of the Remote Commander in the display.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**
The Set display appears.

2 **Press the [SYSTEM] key.**
The System display appears.

3 **Press the [ABOUT] key.**
The system information display appears.
The version of the Remote Commander is shown in the “System” item in the information.

4 **After checking, press the [OK] key.**
The display returns to step 3.

5 **To finish all settings, press the COMMANDER OFF button for 2 seconds or longer.**
The display returns to the Home display. Or press the [EXIT] key repeatedly until the Home display is shown.

Setting to the recovery mode (RECOVERY)

The latest kernel (basic program of the Remote Commander) is updated as necessary in the NAVITUS web site. After downloading the latest kernel to "NAVITUS Design", you can transfer it to the Remote Commander by connecting the Remote Commander to the computer with the USB cable.

Before connecting the Remote Commander to the computer with the USB cable, set the Remote Commander to the recovery mode.

1 **Press the [SET] key for 2 seconds or longer in the Home display.**

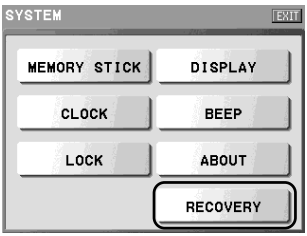
The Set display appears.

2 **Press the [SYSTEM] key.**

The System display appears.

3 **Press the [RECOVERY] key for 2 seconds or longer.**

The confirmation display for the transition to the recovery mode appears.



4 **Press the [YES] key.**

After restarting, the Remote Commander enters the recovery mode.

Tip

If you press the [NO] key, the display returns to step 3 without restarting.

5 **To finish the setting, follow the on-screen instructions in the recovery mode.**

When the recovery mode finishes, the Remote Commander is restarted.

If the Remote Commander is restarted, the system clock is reset. After restarting, set the system clock again.

For details on the recovery mode, see the manual (Help) of "NAVITUS Design."

Using the application mode

Use the application mode when you clean the LCD screen of the Remote Commander or when you want to browse imported image files for the wallpaper using “NAVITUS Design.”

Notes

The Remote Commander consumes considerable battery power in the application mode compared with other modes. It is recommended to use the AC power adaptor in the application mode.

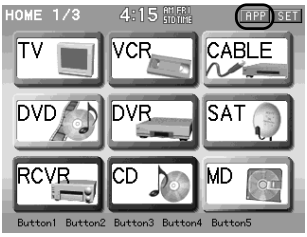
- Although the timer mark (🕘) is not shown when cleaning the display of the Remote Commander or browsing the wallpapers in the application mode, the timer is executed if set to ON.
- Although the charging mark (➔▭) is not shown when cleaning the display of the Remote Commander or browsing the wallpapers in the application mode while charging, charging continues.

Cleaning the Remote Commander

The Remote Commander is set to ignore input from keys and buttons in the cleaning mode. Use this function when you clean the display or casing.

1 Press the [APP] key for 2 seconds or longer in the Home display.

The Application display appears.

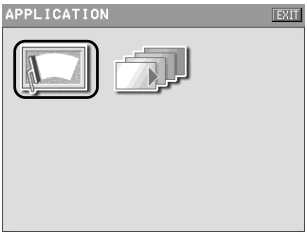


2 Press the (Cleaning) key.

The application mode confirmation message appears in the display.

Tip

If you want to close the application display, press the [EXIT] key to return to the Home display.



3 Clean the Remote Commander.

Tip

If you press the COMMANDER OFF button, the display returns to step 2.

4 When cleaning is complete, press the COMMANDER OFF button for 2 seconds or longer.

The display returns to the Home display.
Or you can also return to the Home display by pressing the [EXIT] key.

Displaying image files set as wallpapers

Using the Wall Album function, you can browse image files set as wallpapers for the Remote Commander with "NAVITUS Design."

1 Press the [APP] key for 2 seconds or longer in the Home display.

The Application display appears.

2 Press the (Wall Album) key.

The image files set as wallpapers using "NAVITUS Design" are shown sequentially in alphabetical order.

Tip
If you want to close the application display, press the [EXIT] key to return to the Home display.

3 Press the NEXT/BACK button to see the next/previous image.

Tip
If you press the COMMANDER OFF button, the display returns to step 2.

4 Press the COMMANDER OFF button for 2 seconds or longer after checking the wallpapers.

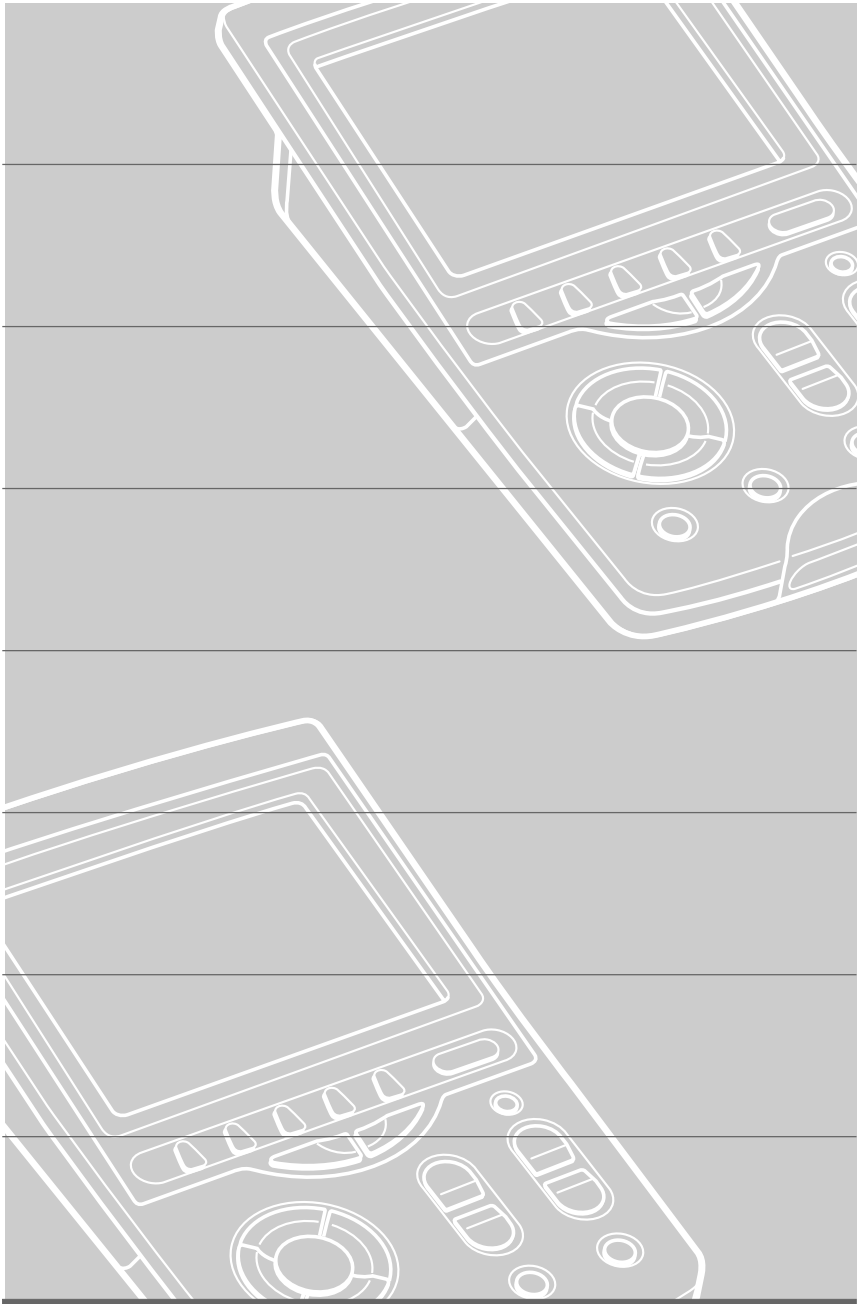
The display returns to the Home display.

To browse wallpapers continuously in step 3 (slide show)

Press the NEXT/BACK button for 2 seconds or longer. A slide show starts in the forward direction when the NEXT button is pressed, and in the backward direction when the BACK key is pressed. Each image is shown for 5 seconds. To stop the slide show, press the NEXT/BACK button again.

If there is no file to be shown

"No files to be displayed" appears in the display. Press the [OK] key, and the display returns to the Application display.



Additional Information

Precautions

- Do not expose the remote control detectors of your components to direct sunlight or other strong illumination. Strong light can interfere with remote control operations.
- Be sure to place the Remote Commander out of reach of small children or pets. Household products such as air conditioners, heaters, electric appliances, and electric shutters or curtains could accidentally be operated by the infrared signals of the Remote Commander, creating risk of fire or serious injury.

Notes on use

Be sure of the following when using the Remote Commander.

- Do not scratch or damage the touch panel screen of the Remote Commander. Always use the supplied stylus or your finger for tapping on the display. Do not use a pen, pencil, or any other sharp object, as it may cause a malfunction.
- Do not expose the Remote Commander to water or moisture. Make sure that water does not enter the unit, as it may cause a malfunction.
- Do not drop the Remote Commander or subject it to shock, as it may break the glass of the display.
- Avoid leaving the Remote Commander in locations subject to the following conditions, as a malfunction may occur.
  - Extremely high or low temperature, especially on the dashboard inside a car left in the sun, or near a heater
  - Excessive dust
  - High humidity or moisture
  - Use the AC power adaptor supplied to the Remote Commander.

Maintenance

Clean the surface of the Remote Commander with a soft cloth slightly moistened with water or a mild detergent solution. Do not use any type of solvent, such as alcohol, benzine or thinner, as they may damage the surface finish .

Clean the surface of the touch panel screen gently with a soft dry cloth.

For easy cleaning, select the cleaning mode of the application function which sets the Remote Commander to not accept input from the keys or buttons. For details, see “Cleaning the Remote Commander” (page 226).

Notes on charging

About the charging time

- It takes about eight hours to fully charge the discharged batteries.
- While charging, you can still use the Remote Commander to control AV components and make settings.

About the battery life when the Remote Commander is fully charged

The battery life span varies depending on the environment and conditions of use. For further details, see “Specifications” (page 248).

To conserve battery power

- Set the backlight to OFF by setting the brightness to minimum when using the Remote Commander under good lighting conditions. For further details, see “Adjusting the brightness of the display window’s backlight (BRIGHTNESS)” (page 218).
- Shorten the Automatic-Off time (which turns the Remote Commander off automatically if you do not use it for a certain length of time). For further details, see “Setting the Automatic-Off time of the display window (OFF TIME)” (page 216).

When the batteries run down through normal usage

⏍ appears at the top of the display.
The battery charge is running out. You can control components, however, other functions will not be operative. Charge the Remote Commander immediately by connecting the AC power adaptor or loading the remote commander on the Battery charging stand (page 14). You can operate the Remote Commander while charging.

Do not continue to use the Remote Commander when the ⏍ mark is shown

If you continue to use the Remote Commander with the ⏍ mark shown, the operating system of the Remote Commander will suddenly shut off, and all stored data in the Remote Commander will be erased. It is recommended to charge the Remote Commander frequently.

Others

When the Remote Commander is connected to the AC power adaptor and the Automatic-Off function of the display is deactivated (page 214), the Remote Commander may become warm if turned on for a long period. This is not a malfunction.

Troubleshooting

If you have problems setting up or using the Remote Commander, first check that the batteries are charged (page 14), then check the items below.
If the problem persists, consult your nearest Sony dealer.

Trouble with the Remote Commander's basic settings

Symptom	Remedy
You cannot turn the Remote Commander on.	• The batteries may be discharged. Charge the batteries by connecting the supplied AC power adaptor to the Battery charging stand, and loading the Remote Commander on the Battery charging stand. Or connect the supplied AC power adaptor directly to the Remote Commander, and charge the batteries for more than an hour. After an hour, the Remote Commander starts automatically. • The connectors of the Remote Commander and / or the Battery charging stand may be dirty. If the connectors are dirty, the Remote Commander cannot be charged. Clean the connectors with a cotton swab.
The display indication turns off. And you cannot turn the display on by any operation.	• The batteries are discharged. Charge the Remote Commander immediately by loading it on the Battery charging stand or by connecting the AC power adaptor to the Remote Commander.
You cannot see the LCD display clearly.	• The brightness of the display varies depending on the angle of view. Adjust the brightness of the backlight. For details, see "Adjusting the brightness of the display window's backlight (BRIGHTNESS)" (page 218).
The display of the Remote Commander turns off by itself.	• This Remote Commander is set at the factory to turn the display off automatically if you do not operate it for more than 10 minutes (Automatic-Off function of the display window). You can change this setting (page 216).
The backlight does not light when adjusting the brightness of the display.	• When adjusting the brightness, the backlight of the LCD display lights up automatically. However, if the brightness is set to minimum, the display appears dark, so that you may not see the display clearly. This is not a malfunction. For details, see "Adjusting the brightness of the display window's backlight (BRIGHTNESS)" (page 218).
A beep is not heard.	• The beep sound is set to OFF. For details, see "Setting the beep sound (BEEP)" (page 222).

Continued

Symptom	Remedy
The clock does not appear in the Component display.	• The system clock indication may be set to OFF. Set the system clock indication to ON (page 220).
The label letters shown on the upper side of the Component display are partially hidden.	• The letters are hidden partially because the area where the component label and the page number are shown becomes narrow if the system clock indication is set to ON. If you want to show the component label and the page number wholly, set the system clock indication to OFF.
Key location is not proper.	• Calibrate the touch panel display (ALIGNMENT) (page 212).

You cannot program a preset code of a component properly (PRESET)

Symptom	Remedy
A beep sounds five times when performing the SOLUTION preset function.	• The preset code of the AV component cannot be received from the remote control signals of the AV component to be programmed (PRESET). Preset again, referring to “Programming a preset code using the remote control of a component (SOLUTION)” (page 45).
The display returns to the programming method selection display because the remote control of the component does not have a key indicated in the SOLUTION display.	• If you can reduce the number of expected codes, display the list of preset codes with the [LIST] key and select a preset code from the expected preset codes (shown in red). Or program a preset code by the BRAND or SEARCH preset function.
When you select [SOLUTION] and the display is in the standby mode for the remote control signal input, the backlight will not turn on, even if you tap the display or press a button.	• If the display turns off when the display is in the standby mode for the remote control signal input, the backlight will not turn on, even if you tap the display or press a button. If you tap the display or press a button after the standby mode of the display finishes, the backlight will turn on.
You cannot operate AV components even after programming preset codes.	• Some features may not be preset depending on a component of the brand. If some or all of the keys and buttons do not function correctly even after you have set the preset codes, use the learning function to program the remote control signals for the component (page 58).

You cannot perform the learning properly (LEARN)

Symptom	Remedy
A beep sounds five times while learning.	• Leaning has not succeeded. After checking the following, try the learning procedure again (page 58). – Change the distance between a remote control of a component and the Remote Commander. – See “For accurate learning” (page 62).
The Remote Commander fails to learn the remote control signals.	• When you teach signals of an interactive signal exchange system remote control unit (supplied with some Sony receivers and amplifiers) to the Remote Commander, the response signal of the main unit, such as an amplifier, may interfere with the learning of the Remote Commander. In such a case, move to a place where the signals will not reach the main unit (e.g. another room, etc.).
	• A component may not satisfy the specifications for learning corresponding with the Remote Commander. You cannot use the learning function for a component that does not satisfy the specifications corresponding with the Remote Commander.
	• You may have pressed a function key or button to which the learning signal cannot be set. You cannot set learning signals to the Component keys or buttons when the Home display is shown.
When the display is in the standby mode for the remote control signal input to be learned, the backlight will not turn on, even if you tap the display or press a button.	• If the display turns off when the display is in the standby mode for the remote control signal input to be learned, the backlight will not turn on, even if you tap the display or press a button. If you tap the display or press a button after the standby mode of the display finishes, the backlight will turn on.
You cannot operate a component even after you programmed the remote control signals with the learning function.	• The Remote Commander has not correctly learned the signals. See “For accurate learning” (page 62) and try the learning procedure again (page 58).

Continued

Trouble with the operation mode

Symptom	Remedy
A beep sounds twice, and the display does not change even if you press a key.	• The settings are locked and cannot be edited. Release the lock (page 223).
You cannot operate your components.	• Move closer to the component. The maximum operating distance is approximately 10 meters (32.8 feet). • Check that you are aiming the Remote Commander directly at the component, and that there are no obstructions between the Remote Commander and the remote control detector of the component. • Turn on the component first, if necessary. • Check that you have selected the correct Component key, and that the preset code programmed for the Component key is correct. • Check the remote control functions for the keys and buttons. With this Remote Commander, various remote control functions can be assigned to keys and buttons by the learning function. It may be that the function you set is different from the name (label) of the key or button you are trying to operate, or, that the function keys of different components are set for one Component key. • You might have changed the reference key for an Alias key or button. The function of the Alias key or button will be changed if the reference key for the key or button is changed. • Check that the component has infrared remote capability. For example, if your component is not supplied with a remote control, it probably is not capable of being controlled by a remote control.

Symptom	Remedy
You cannot control the volume.	• The Remote Commander is Alias-set at the factory to adjust the volume of a visual component on a TV and the volume of an audio component on an amplifier, assuming that you hear the sound of a visual component from the TV speakers and the sound of an audio component from the speakers connected to an AV amplifier. If you want to adjust the volume of the amplifier when selecting another visual component, or if you want to adjust the volume of the TV when selecting an audio component, set the VOL +/– buttons assigned to the TV or the amplifier as Alias keys or buttons for the component. For details on setting the Alias key, see “Setting a function key of another component to a Component display (ALIAS)” (page 100). • The key or button set as the reference key for the Alias setting of the volume control is assigned to a preset AV component which has no volume control function. In this case, you cannot control the volume because the reference component has no volume control function.
You cannot press the [SET] key.	• The alignment is incorrect. If the [SET] key does not appear pressed even after you have pressed on and around the key, enter the setting display for the alignment following the procedure below and calibrate the touch panel display. 1 Enter the Home display. 2 While pressing the [EXIT] button, press and hold the [VOL–] button. 3 While pressing the above two buttons consecutively, press the [CH–] button.

Continued

Symptom	Remedy
The display does not change to the setting display even when you press the [SET] key.	• The [SET] key should be pressed for 2 seconds or longer. If you press the [SET] key for 2 seconds or longer, you can enter the setting display.
	• The ⍂ mark may be shown. If the batteries are running out, you cannot enter the setting display. Connect the supplied AC power adaptor. Or, because in the setting display, power consumption increases when saving or updating data, it is recommended to use the Remote Commander with the supplied AC power adaptor connected.
The display does not change to the application display even if you press the [APP] key.	• The [APP] key should be pressed for 2 seconds or longer. If you press the [APP] key for 2 seconds or longer, you can enter the setting display.
	• The ⍂ mark may be shown. If the batteries are running out, you cannot enter the application display. Connect the supplied AC power adaptor. Or, because of the application display, power consumption increases. It is therefore recommended to use the Remote Commander with the supplied AC power adaptor connected in this instance.
The display does not change even if you press the Component key shown in the Home display.	• No key is assigned that is available in the first page of the component. Edit to assign, in the setting mode, a key that is available in the first page.
You cannot operate a component even if you press the [REC] key.	• The key corresponding to the sound or image recording is set so that a signal is transmitted after the key is kept pressed for 2 seconds or longer to prevent accidental operation. The press time (the pressing time of the function key until the operation (action) is executed) can be changed by the supplied “NAVITUS Design.” You can also change the press time of a Component key or a function button.
The key to which a macro has been set does not appear.	• The setting contents of the macro (action) may have been changed while editing, and the macro may not be correctly linked. Check the setting procedure of the macro, and set again.

Symptom	Remedy
Although you have programmed a macro for a Component key, the Component key will not operate, even if you press it.	• The Component key should be pressed for 2 seconds or longer in this case. When a macro is programmed for a Component key, the macro will be executed if the Component key is pressed for 2 seconds or longer.
The macro of the Zapping viewer or the Component List does not operate.	• The setting contents of the macro (action) may have been changed while editing, and the macro may not be correctly linked. Check the setting procedure of the macro, and set again.
The Zapping viewer key you have created does not appear.	• You may have deleted a Zapping group. If you delete a Zapping group, the Zapping viewer to which a Zapping group has been assigned is also deleted.
The Assign button to which you have assigned a Zapping group as a viewer does not operate.	• You may have deleted a Zapping group. If you delete a Zapping group, the Assign button to which you have assigned a Zapping group returns to the default setting.
The number of keys shown in the operation mode is changed after the preset code is changed.	• Keys to which a code signal is not assigned do not appear in the operation mode. They appear in the setting mode.
You cannot edit keys shown in the display for the Component List keys.	• The Component List display is the operation display for playing back a component or watching a program by selecting a List. The shown keys cannot be edited. However, editing a macro for the reference is reflected to a Component List because a List refers to a macro programmed for a Component List.
The User List key set in the edit display for a User List has disappeared.	• You may have deleted List elements in the edit display for a list element. If you delete List elements set to the User List key, the User List key is also deleted.
The same error message appears repeatedly.	• Operate the Remote Commander according to the instructions of the error message.

Continued

Trouble with the setting mode

Common problems

Symptom	Remedy
The setting cannot be edited.	• The settings are locked so that they cannot be edited. Release the lock. For details, see “Locking the settings (LOCK)” (page 223).
A beep sounds twice when you press a key or button.	• You may have pressed a key or button that is not selectable (cannot be set) on the setting display. Press to select another key or button.
A beep sounds in the setting mode even if the beep sound is set to OFF.	• In the setting mode, the beep sound is set to be heard so that you can confirm the operation even if the beep sound is set to OFF.
When you press a Component key, a beep sounds twice, and you cannot select it.	• You may try to program a preset code for an Alias Component key. You cannot program a preset code for an Alias Component key.
A key in the Trash can page you want to delete appears pressed. A beep sounds twice when you press the key, and you cannot delete it.	• You may try to delete a key for which a preset code is programmed. You cannot delete a preset key.
When you try to delete a page having no key, a message appears and you cannot delete the page.	• You may have tried to delete the first page of the Trash can. You cannot delete the first page of the Trash can. Check the page number shown on the upper side of the display. (The page number (numerator) of the first page of the Trash can is one more than the total page number (denominator), such as “5/4.”
	• You may have tried to delete the first page of the operation pages. You cannot delete the first page of the operation pages.
You cannot select a Direct Access button even if you press the Direct Access button when setting a label or a macro.	• You may try to set a label or a macro in the Direct Access display. When setting a label or a macro in the Direct Access display, you cannot select a Direct Access button even if you press it. Perform the setting by selecting the tag shown in the Direct Access display. (You can select a Direct Access button when setting a label or a macro in the Home Edit display.)

Symptom	Remedy
A button or key assigned to the Alias component does not operate even if you press it.	• You may have edited or deleted the setting contents of the button or key. For the Alias components already created at the factory as the Multi Components, all assigned buttons and keys are created so that they refer to other keys by the Alias setting. Therefore, if you delete the setting contents of the button or key after editing its setting contents, it will become an Empty button or Empty key and the contents set at the factory cannot return to the original status. If you want to return the setting contents to the original status, perform the setting again.
A Zapping group assigned to the Zapping Viewer does not appear.	• You may have deleted all the Zapping elements. If you delete all the Zapping elements, the Zapping group to which the Zapping elements have been assigned becomes empty. Therefore, the Zapping group is also deleted from the Zapping Viewer. Set the Zapping elements again.
Although you want to assign the Zapping viewer to a function button, a message appears and you cannot assign.	• You may have pressed a button for which the setting of a learned signal or a macro, etc., is programmed, or to which another key or button refers. You cannot assign the Zapping viewer to a button for which the setting of a learned signal or a macro, etc., is programmed, or to which another key or button refers. Assign the Zapping viewer after erasing each setting.
When you try to create a new User List key, a beep sounds twice and you cannot create it.	• You may have already created nine User List keys. You can create up to nine User List keys only.
When you try to assign a Zapping group to a function button, an error message appears, and you cannot perform the setting.	• The function button you want to assign may be the reference key for an Alias, contains a learned signal, or is programmed with a macro.
You cannot select a wallpaper image read from “NAVITUS Design.”	• A wallpaper imported with “NAVITUS Design” cannot be selected on the Remote Commander if the wallpaper is not set to the Component display on “NAVITUS Design.” When selecting a wallpaper for the Remote Commander, if you want to select a wallpaper set on “NAVITUS Design”, read the wallpaper to the Remote Commander after setting the wallpaper to the Component display on “NAVITUS Design.”

Continued

Symptom	Remedy
A skin image read from “NAVITUS Design” does not appear.	• For the skins imported from “NAVITUS Design”, only skins imported for a project can be read to the Remote Commander and selected. You cannot read a skin imported as the common skin for all projects. When importing a skin image, you can select whether to import a skin for a specified project or import it as the common skin for all the projects in the dialog box of “Options” on “NAVITUS Design.” For details, see “Changing the NAVITUS Design settings” of the “NAVITUS Design” Help.

Trouble with the timer program and the timer macro setting

Symptom	Remedy
The timer you have set cannot be correctly executed.	• The macro programmed for the Timer program key may be incorrectly set. Check the macro procedure by selecting the [TEST] tag in the Program Edit display (page 141).
	• The set time may be incorrect. Check the day of the week and the time you have set (page 132).
	• The setting time may be the same as the time set to another Timer program key. If you want to execute the timer correctly, set again so that the setting time is not the same as the time set to another Timer program key.
	• The distance between the Remote Commander and the component to be operated may be too far. Use the Remote Commander within about 10 meters (32.8 feet) of the component to be operated.
The component set to be operated by the timer of the Remote Commander does not function as expected.	• The component could not receive the signal from the Remote Commander successfully. When using the timer, check the following. – Check that the timer macro program functions correctly by using the [TEST] tag, after programming the timer (page 141). – Check the location of the Remote Commander.
	• The current status of the component does not allow the desired operation to be carried out. (For example, if you programmed the power-on setting, and the power of the component is already on when the component receives the remote control signal from the Remote Commander, the component will turn off.)
The timer program is executed the following week even though that program has already been executed.	• The timer program contents you set on the Remote Commander repeat every week (weekly timer). If you want to execute the timer program once, set the timer execution mode to OFF after the execution of the timer program (page 142).

Continued

Trouble with the move setting

Symptom	Remedy
A beep sounds twice when you tap the point where you want to move the key to.	• There is no space for locating a key on the place where you want to move the function key to, or the tapping point is not proper (page 91). Select another place where the key can be moved to. Tap the point of the center of the area where the key is moved to.
You cannot return the key to the original position, or the key alignment is incorrect, even if you return it to the original position.	• To perform the minor adjustment of the key location when returning the moved key to the original position, it is recommended to perform the setting with "NAVITUS Design." When performing the setting with this Remote Commander, tap the point of the center of the area where the key is moved to.
The setting contents (action) cannot be executed, even if you move a key from the Trash can page.	• Once you move a key to the Trash can page, the setting contents of the key except the Preset key are deleted. When you return the key from the trash can page, perform the setting again.

Trouble with the macro setting

Symptom	Remedy
The macro function does not operate correctly.	• Make sure to program a series of actions in the correct order (page 123). • Try changing the orientation of the Remote Commander. If that does not help, try placing the component as close to the Remote Commander as possible. • Check the status of the component and make sure you set the component properly to receive signals. • The settings for a key or button that has been programmed with a macro (series of actions) may be changed. In this case, the new signals are transmitted when the macro (series of actions) is executed. • The interval may be too short. See “About the interval between operation steps ([DELAY] key)” (page 122) and set a longer interval, or adjust the series of actions by changing the order of buttons and keys. (See “About the order of operation steps” (page 122).)
When trying to perform the Viewer function to check the macro procedure programmed for a Component key, a function key or a function button, an error message appears and a check cannot be performed even if you select a key or button.	• You may have programmed the macro procedure only with the Jump or Delay function. If the macro procedure is programmed only with the Jump or Delay function, you cannot check the macro procedure by the Viewer function.

Trouble with the application mode

Symptom	Remedy
You cannot return to the Home display from the application mode.	• Keep the COMMANDER OFF button pressed for 2 seconds or longer.
Images transferred from “NAVITUS Design” do not appear even if you select [WALL ALBUM].	• Only image files that are set to the project can be transferred from “NAVITUS Design.” Set the images to be shown as the wallpaper for the Home or Component display with “NAVITUS Design.”

Continued

Trouble with a “Memory Stick”

Symptom	Remedy
A “Memory Stick” cannot be inserted.	• The inserting direction is incorrect. Insert the “Memory Stick” in the correct direction.
Even if you insert a “Memory Stick”, a beep sounds twice and the “Memory Stick” cannot be detected.	• You may have locked the operation mode. While pressing the [EXIT] button, press and hold the [VOL–] button, and while pressing these two buttons, press the [CH–] button (page 38). The operation lock will be released. • The settings are locked and cannot be edited. Release the lock (page 223).
The detection message is not shown, or an error occurs when inserting a “Memory Stick.”	• The Remote Commander may be in the application mode, or detecting USB. While the Remote Commander is in the application mode, or detecting USB, a “Memory Stick” cannot be detected. Check the status of the Remote Commander.
	• The “Memory Stick” is not detected properly. Remove the “Memory Stick”, then reinsert it.
	• If the terminal of a “Memory Stick” is dirty, reading / writing of data may not be possible. Clean the terminal of the “Memory Stick” with a cotton swab.
	• You may not be able to use a “Memory Stick” which was formatted using a device other than the Remote Commander. Format the “Memory Stick” using the Remote Commander.
	• When the batteries in the Remote Commander are exhausted, data you have saved in the “Memory Stick” may not be shown. In this case, charge the Remote Commander.

Symptom	Remedy
Data of the “Memory Stick” cannot be read by the Remote Commander or data of the Remote Commander cannot be written to the “Memory Stick.”	• The size of the data saved on the “Memory Stick” is larger than the free memory space of the Remote Commander. Delete unnecessary pages, etc., using “NAVITUS Design”, and save the file again. Then read the “Memory Stick” on the Remote Commander again.
	• When you are trying to read all environment data or preset data and its image data, if the version of the data on the Remote Commander is newer than that of the “Memory Stick” to be read, you cannot update the data. Read a newer version than that on the Remote Commander.
	• When you are trying to read component data, if the preset version on the Remote Commander is older than that of the “Memory Stick” to be read, you cannot add the data by reading. Update the preset version on the Remote Commander to the latest, and then read again.
	• Make sure that the write-protect tab of the “Memory Stick” is not set to “LOCK.”
When an Alias component is read from a “Memory Stick”, the keys for the component do not operate though they are shown in the display.	• When an Alias component is read from a “Memory Stick”, linking is disconnected and the setting contents cannot be read. Edit again with the Remote Commander by learning or programming a macro in the setting mode.
When skins and labels of a component edited with “NAVITUS Design” are read to the Remote Commander using a “Memory Stick”, the setting contents cannot be reflected.	• You may have written data to a “Memory Stick” as component data. If component data is read, the skin setting cannot be read. Write data again to a “Memory Stick” as full data.

Continued

Trouble with the USB connection

Symptom	Remedy
A beep sounds twice and data cannot be transferred even if the USB cable is connected.	• You may have locked the operation mode. While pressing the [EXIT] button, press and hold the [VOL–] button, and while pressing these two buttons, press the [CH–] button (page 38). The operation lock will be released. • The settings are locked and cannot be edited. Release the lock (page 223).
The USB cable cannot be detected even if it is connected.	• Check that the AC power adaptor is connected. The USB cable cannot be detected if the AC power adaptor is not detected. Connect the AC power adaptor to the Remote Commander.
The USB connection is disconnected.	• The AC power adaptor may be disconnected, or the Remote Commander may be unloaded from the Battery charging stand. Connect the AC power adaptor to the Remote Commander, and perform the USB connection again.

Trouble with installing “NAVITUS Design” and transferring data

Symptom	Remedy
“NAVITUS Design” cannot be installed properly.	• Read “Setting up the Remote Commander using “NAVITUS Design”” (page 25) in this manual and reinstall the software.
“NAVITUS Design” software does not start, or you cannot select an item from the menu.	• The software has not been installed properly. There may be some problem with the compatibility of the hardware or the software of your computer. Uninstall the “NAVITUS Design” software, and install it again.

Others

Symptom	Remedy
A beep sounds, and the error message “Import full data from NAVITUS Design using the “Memory Stick” or USB.” appears.	• A problem with the project file may have occured. Transfer full data to the Remote Commander with USB by connecting the USB cable and the AC power adaptor, or read full data from a “Memory Stick.” If the same message appears repeatedly reqardless of how many times you transfer / read full data, the capacity of full data written from “NAVITUS Design” may exceed the free memory capacity of the Remote Commander. In this case, reduce the capacity of full data by deleting any unnecessary components with “NAVITUS Design,” or avoid using image files imported for wallpapers / skins as much as possible, and then try to write full data to the Remote Commander again. When transferring or reading full data is complete, the message “Finished. Restarting.” appears. Press the [OK] key, and wait until the Remote Commander starts. When this message appears, set the system clock again after the Remote Commander restarts.

Specifications

OS
LINUX

CPU
i.MX1 Application Processor 200 MHz

Memory
32 MB (RAM)
User memory range: approx. 15 MB

Interface
Interface connector
USB. “Memory Stick” slot

Display
TFT color LCD with backlight
320 x 240 pixels (65,536 colors)

Dimensions
Approx. 101 × 165 × 50 mm (w × h × d)
(4 × 6 1/2 × 2 inches)

Mass
320 g (11 1/2 ounce) (including batteries)

Operating temperature recommended
5 ºC to 35 ºC (41 ºF to 95 ºF)

Operating distance*
Approx. 10 meters (32.8 feet) (front distance)

Learnable signals**
Capacity par signal: up to 300 bits
Signal frequency range: up to 500 kHz***
Signal interval: up to 1 second***

Power requirements
Supplied AC power adaptor: DC 4.5 V
(dedicated connector)
Built-in, rechargeable and non-removable
Ni-MH batteries (2)

Battery Life
Approx. 1 day (varies depending on frequency of use)

Supplied accessories
Battery charging stand (1)
AC power adaptor (1)
USB cable (1)
Stylus (1)
Installation CD-ROM (1)
Operating Instructions (1, this manual)
Brochure (1)
Warranty Card (1)
Other printed materials (1 set)

* The operating distance varies depending on components of different manufacturers.
** Some signals cannot be learned by the Remote Commander, even though the signals comply with these specifications.
*** Depending on the component, some signals may not be learned by the Commander.

Design and specifications are subject to change without notice.

http://www.sony.net/

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